

# COLTS SCHEDULE FOR 1986 SEASON

## PRE SEASON

8/8	@ Seattle Seahawks	9:30 pm
8/16	@ Chicago Bears	6:00 pm
8/23	Detroit Lions	7:30 pm
8/30	Minnesota Vikings	7:30 pm

## REGULAR SEASON

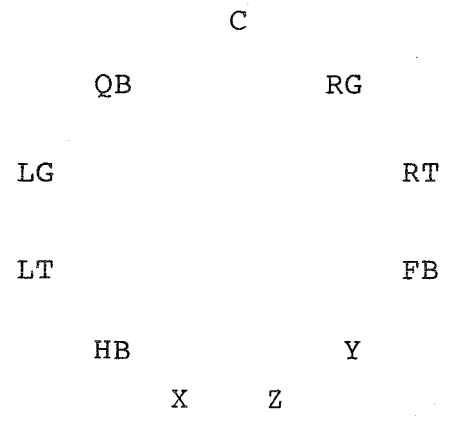
9/07	@ New England Patriots	3:00 pm	(11-5)
9/14	@ Miami Dolphins	3:00 pm	(12-4)
9/21	Los Angeles Rams	12:00 pm	(11-5)
9/28	New York Jets	3:00 pm	(11-5)
10/05	@ San Francisco 49ers	3:00 pm	(10-6)
10/12	New Orleans Saints	12:00 pm	(5-11)
10/19	@ Buffalo Bills	12:00 pm	(2-14)
10/26	Miami Dolphins	1:00 pm	(12-4)
11/02	Cleveland Browns	1:00 pm	(8-8)
11/09	New England Patriots	1:00 pm	(11-5)
11/16	@ New York Jets	4:00 pm	(11-5)
11/23	@ Houston Oilers	1:00 pm	(5-11)
11/30	San Diego Chargers	1:00 pm	(8-8)
12/07	@ Atlanta Falcons	1:00 pm	(4-12)
12/14	Buffalo Bills	1:00 pm	(2-14)
12/21	@ LA Raiders	4:00 pm	(12-4)

All times local to Indianapolis

All games on Sundays during regular season

POST SEASON DATES:	December 27-28	AFC first round playoff games
	January 3-4, 1987	AFC divisional playoffs
	January 11, 1987	AFC championship game
	January 25, 1987	Super Bowl XXI @ Pasadena, CA

THE HUDDLE



1. Center set the Huddle 8 yards from the ball, don't crowd.
2. The Huddle is circular.
3. Line up with hands on knees in position to see and hear the Quarterback.
4. The Quarterback is in position to receive the bench signal.
5. The following information is given in the Huddle.
  - 5.1 Formation (Motion Possible)
  - 5.2 Play
  - 5.3 Possible Blocking
  - 5.4 Possible Pass Pattern
  - 5.5 Snap Number/Repeated
6. "Ready-Break" is the signal to leave the Huddle.
  - 6.1 All Clap Hands.
  - 6.2 Linemen turn to the outside.
  - 6.3 Wide Receivers leave after the First Snap Call, before Ready-Break.
7. QB Alerts
  - 7.1 Let the WRs leave then call Ready-Break.
  - 7.2 QB approach the LOS the same way each time.
  - 7.3 Place the hands under Center first/unless quick count audible.

CADENCE/SNAP COUNT

1. The Team will take their position at the L.O.S.
  - 1.1 OL Down - 3 Point Stance.
  - 1.2 TE Down - 3 Point Stance/except Gun/Split (2 Pt.)
  - 1.3 RB Down - 3 Point Stance/except Gun/Green
  - 1.4 WR Up - 2 Point Stance outside Foot Back/ except Tight-Close(3 :
    - Make the Defense Think Quick Count --
2. Quarterback Cadence
  - 2.1 Set - Pause
  - 2.2 Live or Dead Color followed by a number - Pause.
  - 2.3 Count Begins - Hut signifies each count.
  - 2.4 Huts are non rhythmical
  - 2.5 Example: On Two Set-White 65 - White 65 Hut-Hut
3. Alternatives
  - 3.1 On Set - Ball snapped on the word Set.
  - 3.2 On Go - Ball snapped on Set -- Go.
  - 3.3 On 2nd Color - Ball snapped on Set - Red 30 -- Red
  - 3.4 On 1 - 2 - 3 - 4
  - 3.5 Hard 3: Set - Green 80 -- Green 80 Hut-Hut-Hut
  - 3.6 Hard 4: Set - Green 80 -- Green 80 Hut-Hut-Hut-Hut
4. Audibles - If a live color is called, the play will be changed/  
automatic Two(2) Count.
  - 4.1 The QB can Audible when the count is Set/Go/2nd Color.
    1. The QB does not put his hands under Center.
    2. The QB calls check-check then the Audible.
    3. Set is omitted - The live color starts the count.
5. Check With Me plays will be used with a count of Two(2).
  - 5.1 A Formation will be called then Check With Me designated.
  - 5.2 A Run or Pass Check With Me is called in the Huddle.
    1. Example: Deuce RT 90 Slant CWM on Two.
    2. Example: Deuce RT 866 CWM on Two
    3. At the L.O.S. the QB will call a live color to switch the play to the opposite side.
  - 5.3 Be alert to a live color and a total new play.
6. Two Minute Offense
  - 6.1 First play on any count.
  - 6.2 Second play of the Two Play Call is Go (Set-Go).

DEFENSIVE TERMINOLOGYI. Personnel

Jack - Weak Safety  
 Sam - Strong Safety  
 Buck - Outside Weakside LBer  
 Rover - Inside weakside LBer (30 Front)  
 Mac - Inside strongside LBer (30 Front) Middle LBer-40.  
 Stub - Strongside Outside LBer

II. DeploymentsSecondary:

*any change*  
 Buster - Sam is aligned over Y, anywhere from 4-8 yds. deep.  
 Sex - Sam and Stub exchange alignments (both on L.O.S.).  
 Sup - Means Sam up or near L.O.S. (within 2-2).  
 B/R - Bump and run.

LBers:

X - Buck aligned on X (also called buck nose).  
 W - Buck walked off to help on X.  
 H - Buck on hip of a defensive end.  
 L - Buck inside loose on a defensive end.  
 S - Stub inside loose on a defensive end.  
 Z - Stub on top of Z. (Also called stub nose).  
 Tuff - LBer aligned on L.O.S. in front of O. Lineman.  
 Dudad - LBer lined up behind def. lineman.

III. Fronts

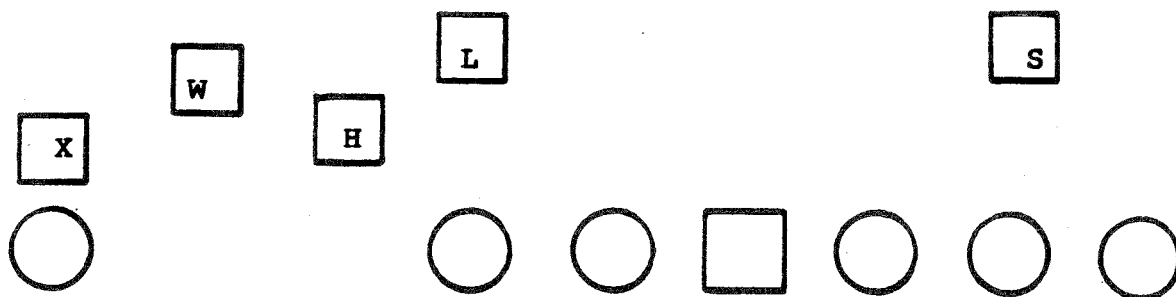
Over - 3 down linemen to Y's side. (Nose covered) *Strong side*  
 Under - 3 down linemen away from Y. (Nose covered)  
 Flex - Refers to down lineman off of L.O.S.

IV. Dogs

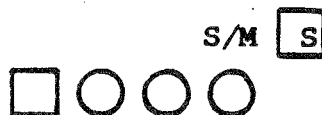
Buck - Buck dog. BI - Buck Inside.  
 Rover - Rover dog.  
 Mac - Mac Dog. M WK. - Mac Weak, M STG - M Strong.  
 Stub - Stub Dog. SI - Stub Inside.  
*any change* X Box - Buck Dog inside the O.T. with the end outside.  
 Sox - Stub Dog inside the O.T. with the end outside.  
 Weak Crash - Buck dog just off the OT's outside cheek. (end outside).  
 Strong Crash - Stub dog just off the OT's outside cheek. (end outside).  
 2D - Buck and Stub Dog.  
 3D - Buck, Mac, & Stub Dog. *(4-3 align)*  
 Cat - Buck and Mac Dog  
 Cat Gut - Buck and Mac Dog Inside *center guard gut*  
 Smack - Stub and Mac Dog.  
 R M - Rover and Mac Dog  
 R MX - Rover and Mac Cross (Rover 1st).  
 M RX - Mac and Rover Cross (Mac 1st).  
 E MX - End and Mac Cross (End 1st).  
 E RX - End and Rover Cross (End 1st).  
 ERXB - End and Rover Cross (End 1st) and Buck Dogs.  
 EMXS - End and Mac Cross (End 1st) and Stub Dogs.  
 ESMX - End and Stub Slant 1st, Mac Dogs.



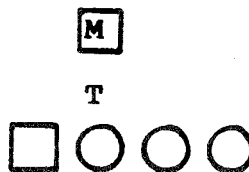
LINEBACKER DEPLOYMENT OTHER THAN NORMAL



- X Buck on top of X. (Buck Nose)
- W Buck walked off to help on X
- H Buck on Hip of Defensive End
- L Buck inside loosened Defensive End
- S Stub inside loosened Defensive End
- Z Stub on top of Z (Stub Nose)



SEX - S/S on Y, Stub Outside  
(Stub, Exchange)



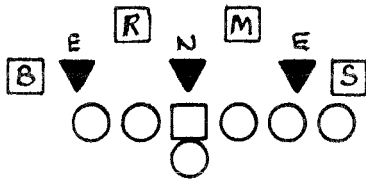
DODAD - LB Lined Behind Def. Lineman



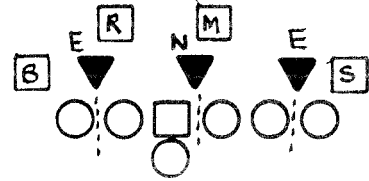
TUFF - LB on Top of Offensive Lineman

30 FRONTS

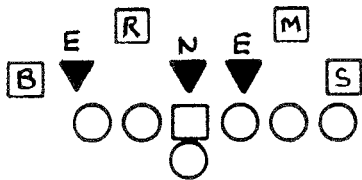
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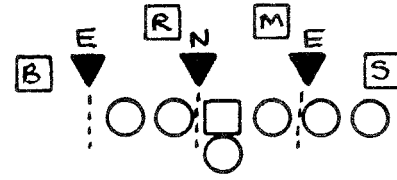
GAP STG



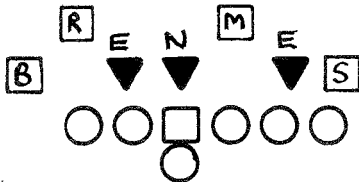
30 OVER



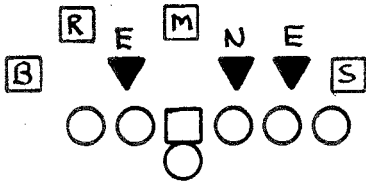
GAP WK



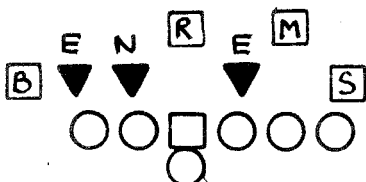
30 UNDER



30 STG

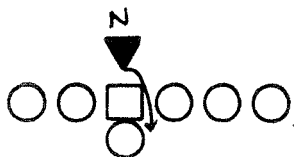


30 WK



STUNTS - line movement

NOSE STG

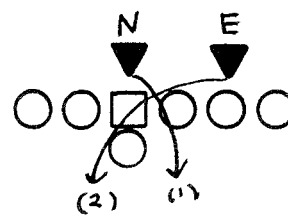


*Left*

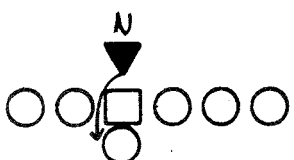
LNEX

*Nose 1st*

*Left  
move  
End*



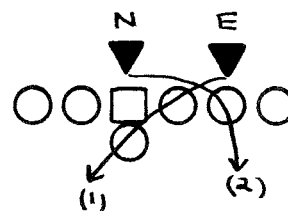
NOSE WK



*Left*

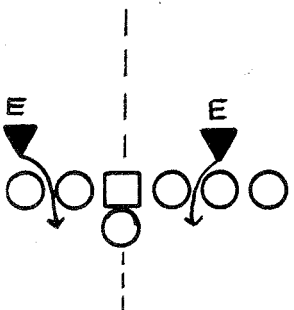
LENX

*Left  
end  
move*



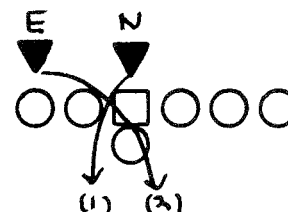
WK PINCH

STG PINCH

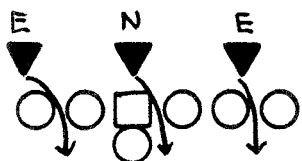


*Right*

RNEX

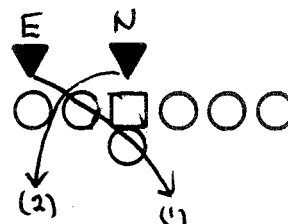


SLANT STG

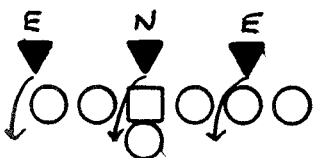


*Right*

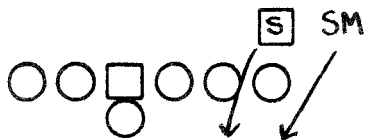
~~R~~ENX



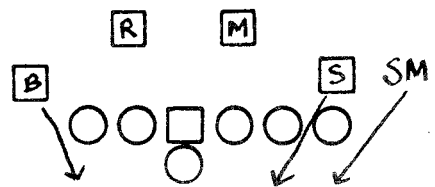
SLANT WK



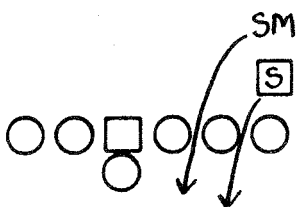
SAM/STUB



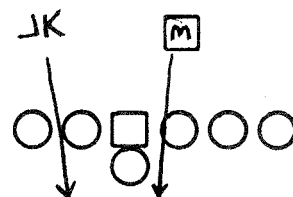
2D SAM



STUB/SAM



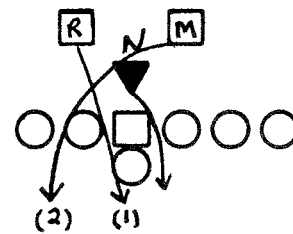
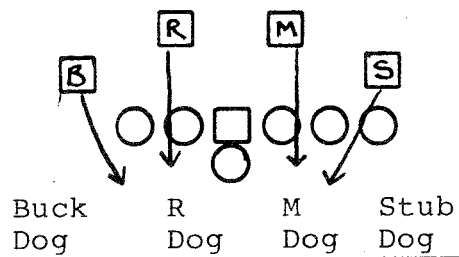
MAC /JK



SINGLE DOGS

30 DOGS

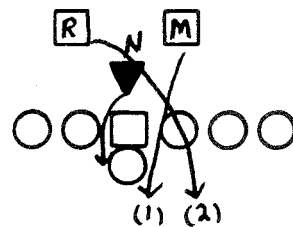
RMX



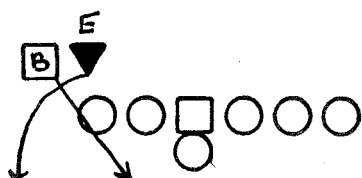
2-D



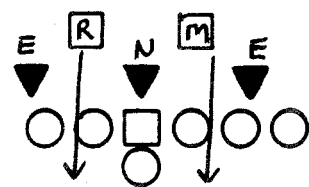
MRX



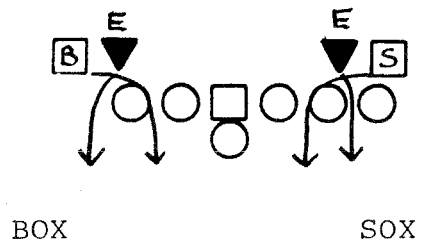
WK. CRASH



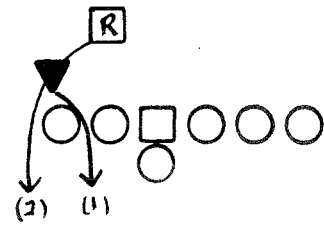
R-M



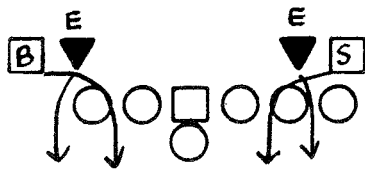
SINGLE OX



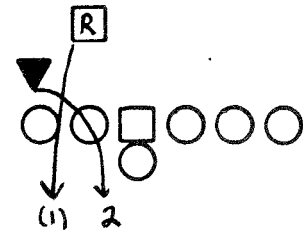
ERX



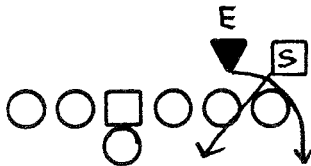
2-D OX



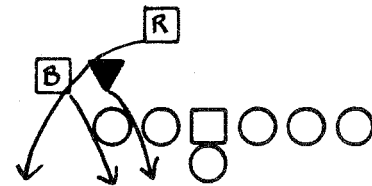
REX



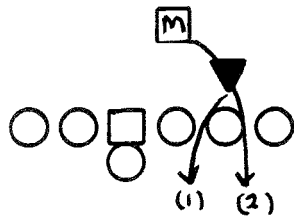
STG. CRASH



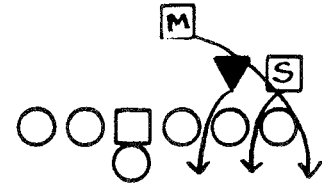
EBRX



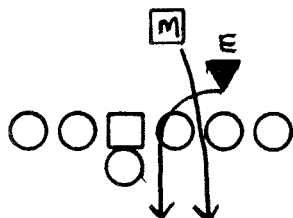
EMX



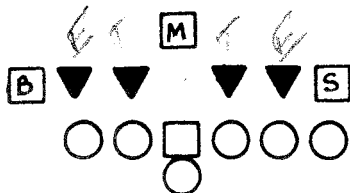
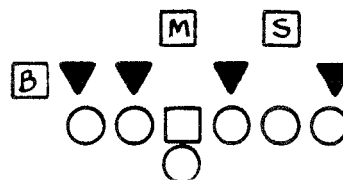
ESMX



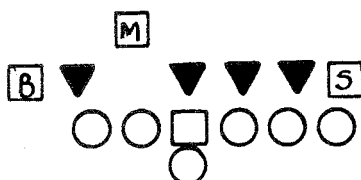
MEX



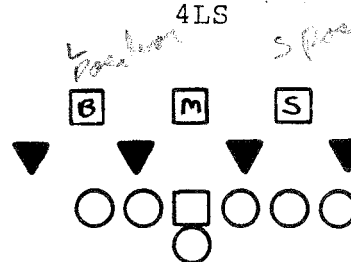
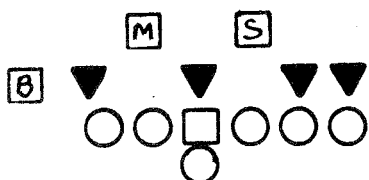
40

4S  
(STUB)

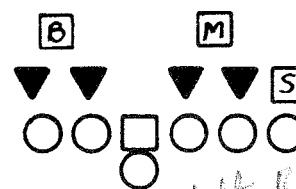
*Generally use the  
Bag on Bag*

O  
OVER

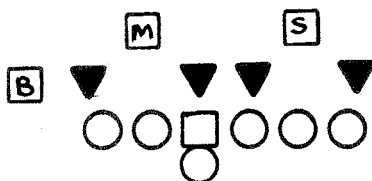
4LS

SFA  
FALCON STG

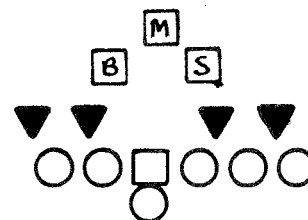
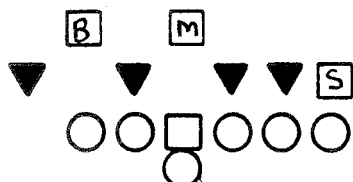
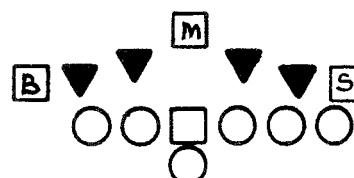
4-2

L+R  
call

*L - goes to left backer  
R - goes to right backer*

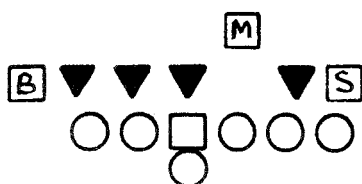
OS  
OVER S

4-2-1

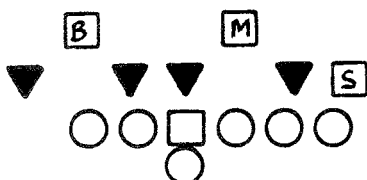
4L  
(LOOSE)40  
(OFF)

40 FRONTS

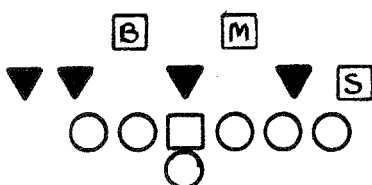
U  
UNDER



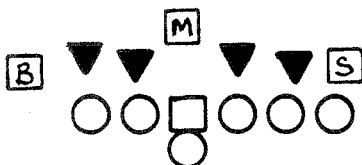
UL  
UNDER L



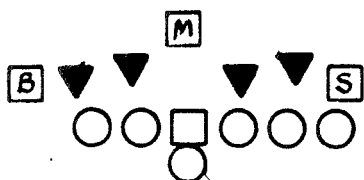
WFA  
(FALCON WK.)



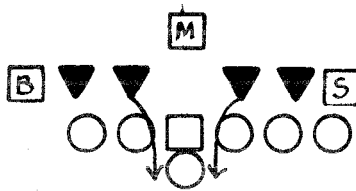
4FS  
(FLEX STG)



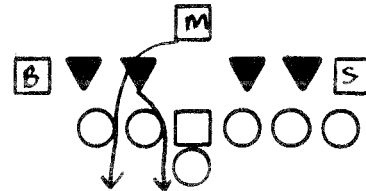
4FW  
(FLEX WK.)



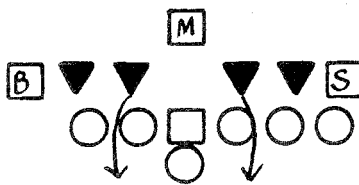
TP  
(TACKLES PINCH)



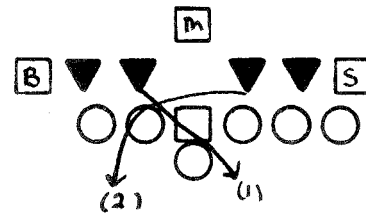
WTMX  
(WK. TACKLE MAC)



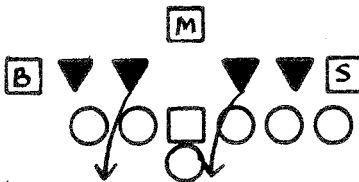
TO  
(TACKLES OUT)



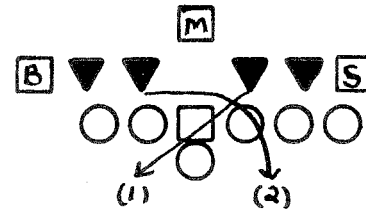
RTT  
(RT. TACKLE/TACKLE)



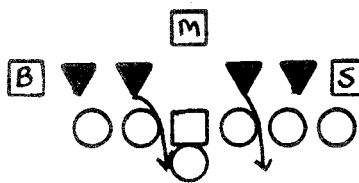
TSW  
(TACKLES SLANT WK.)



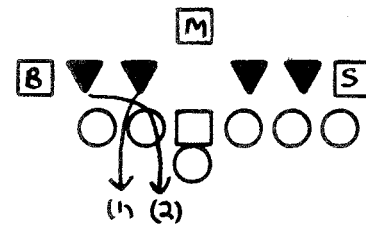
LTT  
(LT. TACKLE/TACKLE)



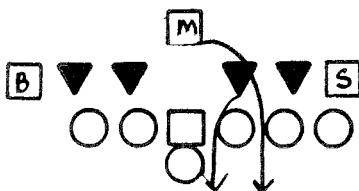
TSS  
(TACKLES SLANT STG.)



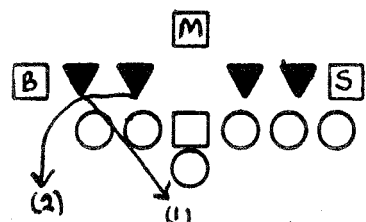
RTE  
(RT. TACKLE/END)



STMX  
(STG. TACKLE MAC)



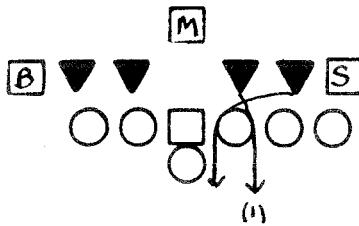
RET  
(RT. END/TACKLE)



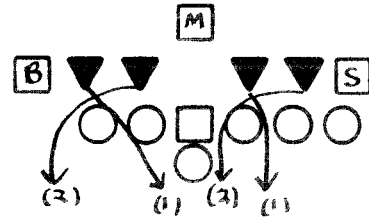


40 LINE STUNTS

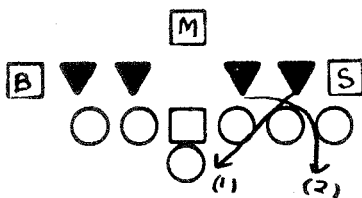
LTE  
(LT. TACKLE/END)



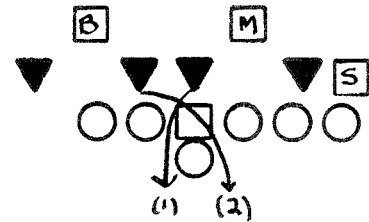
RET LTE  
(RT. END/TACKLE LT. TACKLE/END)



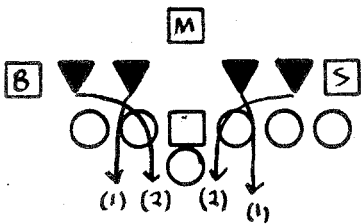
LET  
(LT. END/TACKLE)



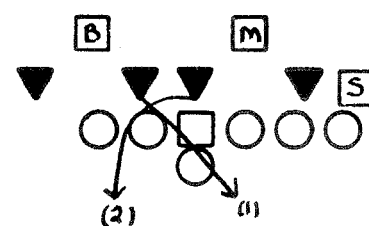
RNT  
(RT. NOSE/TACKLE)



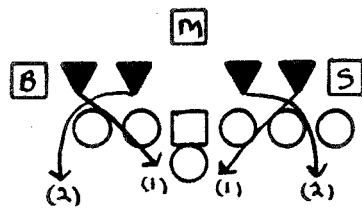
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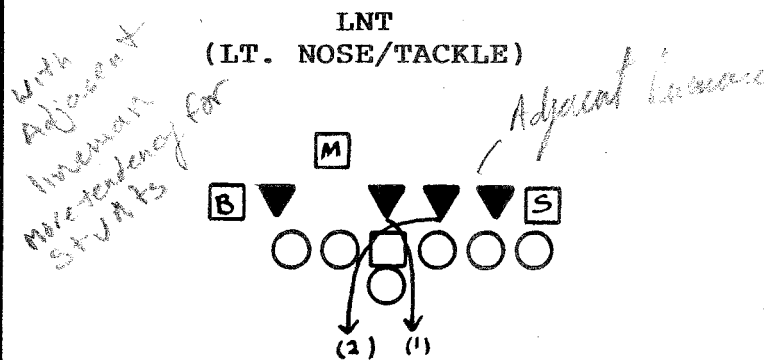
RTN  
(RT. TACKLE/NOSE)



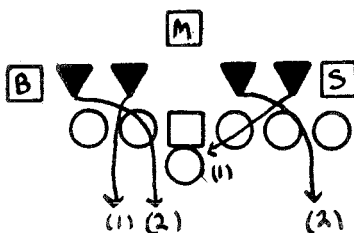
DBL ET  
(DOUBLE END/TACKLE)



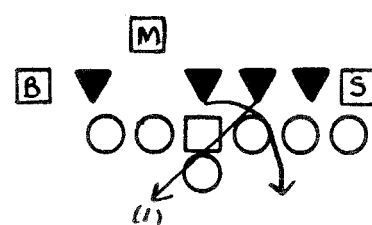
LNT  
(LT. NOSE/TACKLE)



RTE LET  
(RT TACKLE/END - LT END/TACKLE)

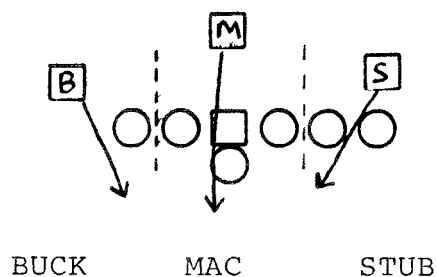
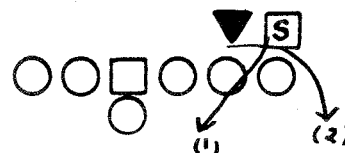
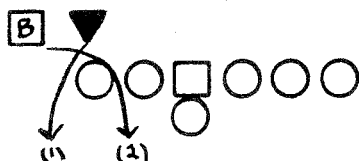
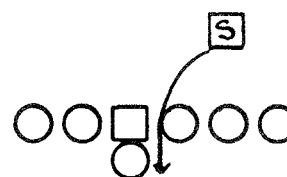
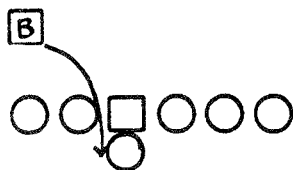
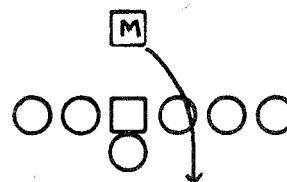
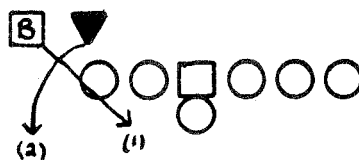
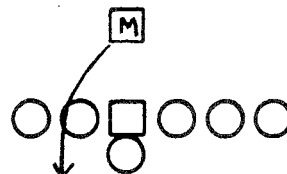
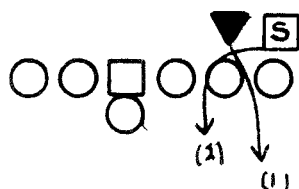
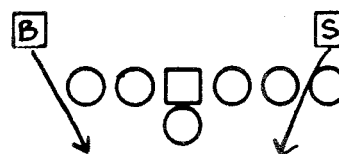


LTN  
(LT. TACKLE/NOSE)



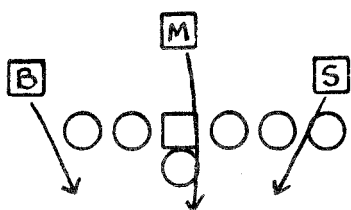
## 40 DOGS

## SINGLE DOGS

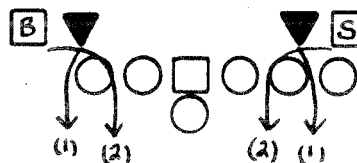
S CRASH  
(STUB CRASH)BOX  
(BUCK OX)SIS  
(STUB INSIDE)BIS  
(BUCK INSIDE)MAC S  
(MAC STRONG)B CRASH  
(BUCK CRASH)MAC W  
(MAC WEAK)SOX  
(STUB OX)2-D  
(BUCK-STUB)

40 DOGS

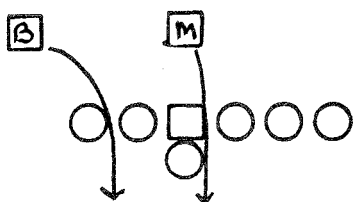
3-D  
(BUCK MAC STUB)



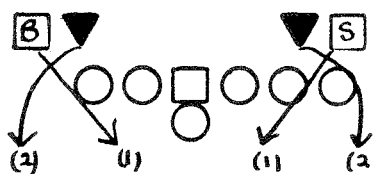
2-DOX  
(BOX/SOX)



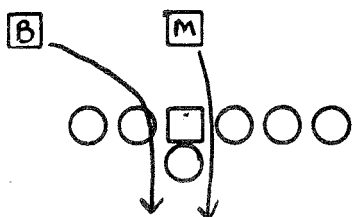
CAT  
(BUCK/MAC)



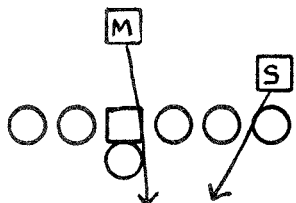
D CRASH  
(DBL CRASH)



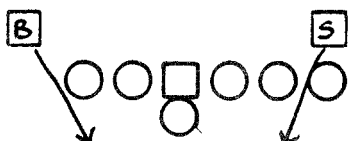
CAT GUT  
(BUCK INSIDE/MAC STG)



SMACK  
(STUB/MAC)



2-D  
(BUCK/STUB)

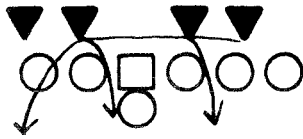


# ISO STUNTS

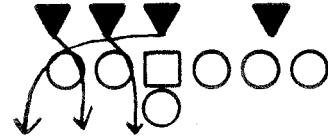
*Involve 3 live men at least* DF 13

(RUN FROM 40; 40 OVER; 40 UNDER; 40N; ON; UN.)

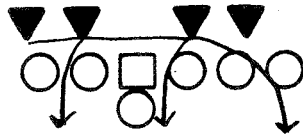
ISOLE  
(ISO LFT. END)



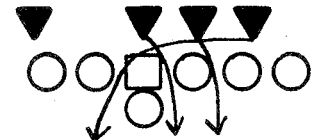
ISOLN  
(ISO LFT. NOSE TACKLE)



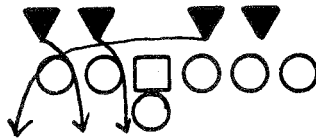
ISORE  
(ISO RT. END)



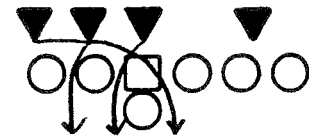
ISOLE  
(ISO LFT. END)



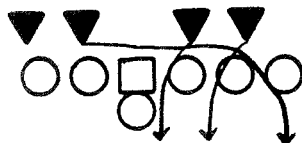
ISOLT  
(ISO LFT. TACKLE)



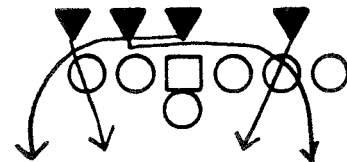
ISORE  
(ISO RT. END)



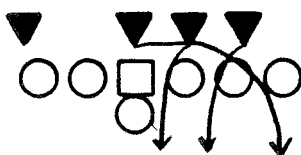
ISORT  
(ISO RT. TACKLE)



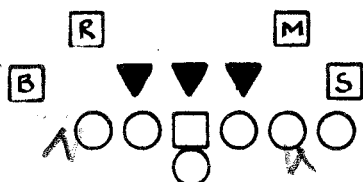
YPSI



ISORN  
(ISO RT. NOSE TACKLE)

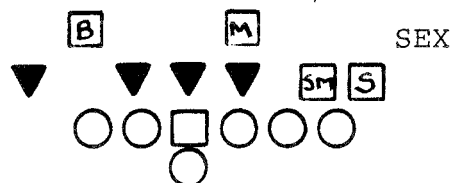


DBL SNK  
(DOUBLE SINK)

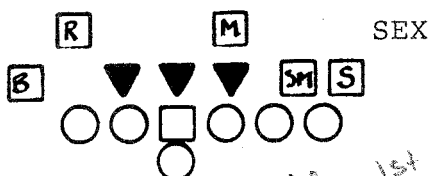


*Tackle Tackle's man most likely  
to rush on outside him*

4 SNK  
(40 SINK)

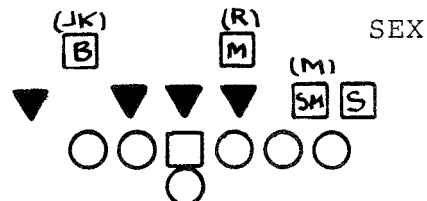


3 SNK  
(30 SINK)

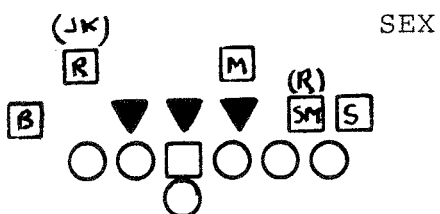


*Tackle 1st man on  
on outside*

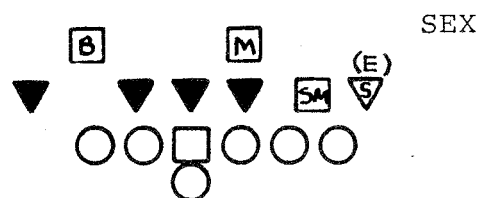
4 SNK  
(40 SINK)



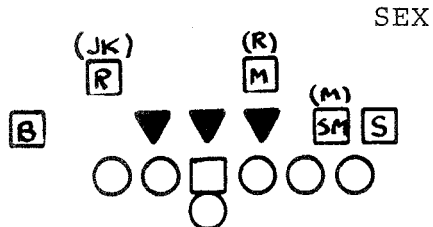
3 SNK  
(30 SINK)



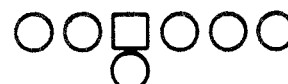
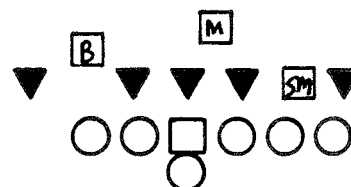
4 SNK  
(40 SINK)



3 SNK  
(30 SINK)



5 SNK  
(50 SINK)



DEFENSIVE COVERAGE TERMINOLOGY

Sam	- Refers to the SS.
Loaded	- Refers to all LBers dropping in a 30 or Mac strong in a 40.
Buzz	- Refers to the LBers or DBs drop.
Blitz	- Occurs when a secondary player rushes the QB. It may be a Corner, Sam or Jack, Coverage with the Blitz may be Zone or Man, but is usually man accompanied by a Dog (a LBer or LBer's rushing the QB).
Area	- A pass coverage where a defensive back or linebacker wants to play zone, but will play man if someone comes into his area.
Banjo	- Pass coverage where 2 or 3 defenders are responsible for two or three receivers. In Man - M/M Under.
Bracket	- Where 2 or more defenders cover a receiver and have other responsibilities according to receiver's release.
Bump	- Technique used by defensive back or linebacker where he lines up on the receiver and plays him close M/M all over the field.
Chucking	- A method by LB in obstructing receiver's movement downfield.
Clamp	- Defender leeching a receiver and covering him tight. Man.
Cleo	- Corner moves forward on snap to contact receiver and release to zone.
Clue	- Defensive man watching more than one man to determine type of route being run.
Cluer	- Defensive back to watch the QB on setup to get an idea of what the route may be. (depth of QB drop).
Dog	- 1 or more LB's or 4-man rush - 2 or more on a 30 without pass responsibility (5 or more coming).
Double Coverage	- 2 or more defenders covering one receiver.
Engage	- Technique used by cornerback in jumping inside the receiver and then trailing him M/M and Man Under all over the field.
Floating Technique	- Defender moving into area under control using "Clue" technique to determine pattern.
Green dog	- Anyone who rushes the passer but has coverage responsibility to his side.
Hang Technique	- Dropping to an area outside but close enough to cover receiver inside.
Hip Position	- When defensive LB lines up on the outside hip of defensive end.
Hump	- Technique of defensive man being in a X/Z position, hitting the receiver, then coming back to area outside position.
Look	- Technique of LB or safety moving to designated area outside and reacts on recognition of play and/or action of QB.
Man	- Denotes secondary coverage of playing receivers anywhere on the field of play.

- Man Under - Denotes underneath coverage where they are playing receivers man for man.
- Normal Position - Where LB lines up on hip of defensive end on L.O.S.
- Pre-Set - LB or Back pre-sets in area of coverage before snap.
- Race - Technique of LB or safety moving to outside fast, taking away the sideline.
- Seams - Dead area between two people in zone coverage.
- Sky Zone - Zone pass defense where strong safety has area short outside.
- Slash - 3 linebackers moving strong.
- Slice - Three LBs moving to area coverage in same direction weak.
- Slide - Movement or sliding to strongside in pass coverage, using Bracket or Banjo technique by the two safeties (May be Cover 3 or 5).
- Sloop - A technique where a linebacker or safety moves outside fast to run with a wide receiver.
- Solo - Where two defenders cover a receiver and have no other responsibility.
- 2D - Two outside linebackers dogging without coverage.
- 3D - Buck, Mac, Stub shooting without pass responsibility. One LB has pass responsibility.
- Trail - Technique of cornerback within the man concept of catching the receiver in 5-yard zone, hitting him and then running with him.
- W - Anytime a linebacker takes a loose position between offensive tackle and spread end, or between "X" and wing.
- Whack - Technique of defensive man in an X position hitting receiver and continuing to take away sideline.
- X & Z Deployment - Position of LB inside or over Flanker or playing Hump or Whack technique.
- Zone - Pass coverage where backs or LBs drop to an area and react off of QBs throw - not being influenced by offensive man coming into his area.
- Pure Zone - Denotes 4-4-3 alignment defensively.
- Loaded Zone - Movement of LBs and safety to same side, loading that side.
- Squeeze - Any form of double coverage on the strong back; usually in a nickel situation.
- Pinch - Any form of Double coverage on the weak back; usually in a nickel situation.

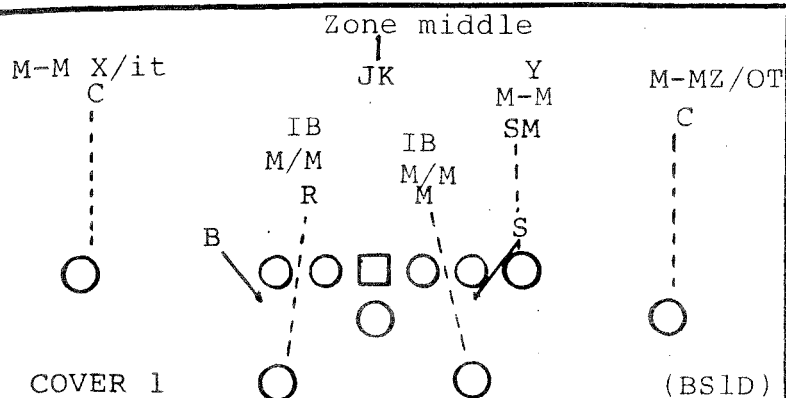
- Intercept - Refers to the short middle zone position taken by a defender (usually a DB). It is the position Jack would occupy in Cover 11 Jack N.
- Spy - Refers to a down lineman who has coverage responsibility.
- Bird Dog - Refers to a man technique by the defender on the ISR (Inside Receiver). The rest of the coverage underneath is Zone as in 22 Nickel Bird Dog.
- Squat - Refers to a defender who will break down and be ready to move laterally and can be beaten deep. It is also a term used to describe Slot Coverage, it means that both secondary defenders on the slot side are in a B/R position, they may be playing either 2 squat or 8 squat. Slot coverage is not squat coverage if the two slot defenders are a DB and a LBer.



## COVERAGES

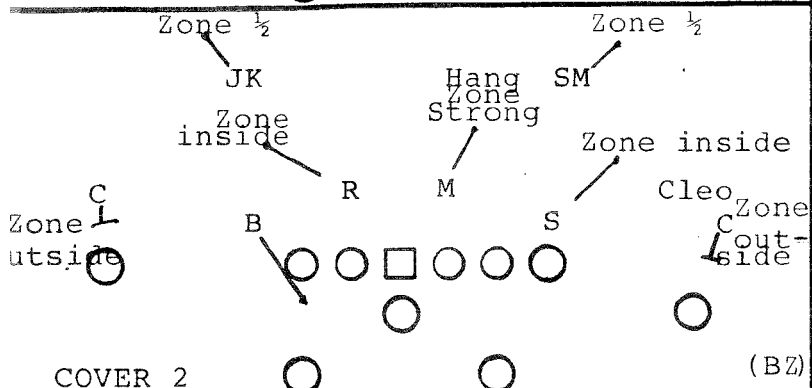
COVERAGE NUMBER

COVER 1	Free	Man to Man with Jack Free.
COVER 2	Dakota/Dallas/Denver	Double Zone.
COVER 3 Solo	Combo	Solo "Y" or Slot.
COVER 3 Read	Charlie	Combo In and Out on Y and FB by Sam & Jack.
COVER 4	Waco/Wichita	Weak Zone.
COVER 4 Buster	-	Weak Zone - Jack & Buck Switch.
COVER 5 Sam	Zebra	Double on Z by Sam & Corner Jack on Y. Stub on FB. Man Weakside!
COVER 5 Jack	Jack	Double on Z by Jack & Corner Sam on Y - Stub on FB.
COVER 6	Star/Storm	Strong Zone - Stub & Sam. Switch.
COVER 6 Buster	-	Strong Zone - Stub & Sam. Switch.
Cover 7	Trick - Pow - Web	Double on X by Jack & Corner Man Strongside!
COVER 8	Ram	Man under with two free safeties.
COVER 9	Mabel	Man - No Free Safety.



Cover 1 Is Man to Man with a Free Safety  
Technique varies outside from inside/outside, off or on.

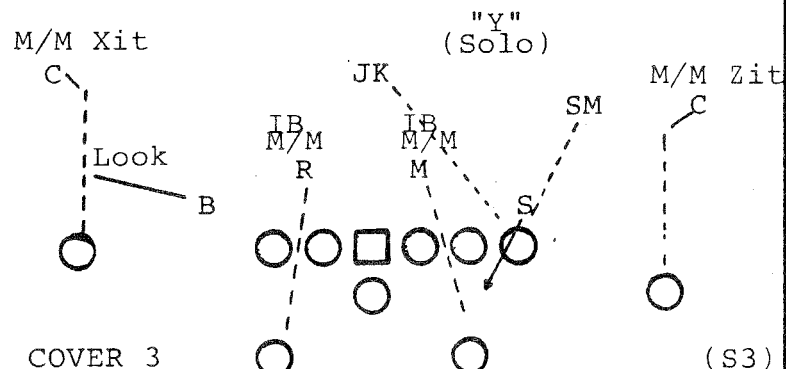
- A. Most common form of Cover 1 is buck and stub dogging and everyone M/M except Jack.
- B. Most common variation is Cover 1 loaded - everyone has same responsibility and Buck & stub drop zone.



Cover 2 is 5 underneath Zone, 2 Deep Zone

Both corners Cleo (technique varies) and hang outside Zone. Both safeties separate and play  $\frac{1}{2}$  the field-Zone. Usually a weak side dog (Buck) in a 30 with Rover, Mac, Stub dropping Zone under.

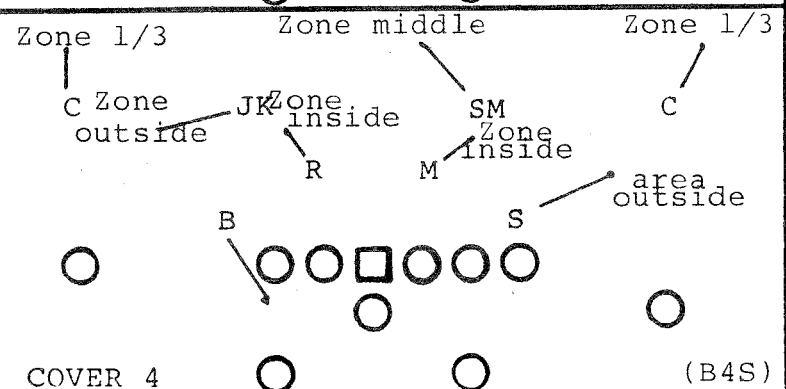
- A. Most common variations are 2 loaded and 2 Bracket, and 2 Solo



Cover 3 is basically M/M coverage with double coverage on the middle receiver

The corners are M/M, the safeties double the middle receiver. In a 30 Stub usually dogs, buck usually buzzes wide to help X and rover and Mac are M/M on the back

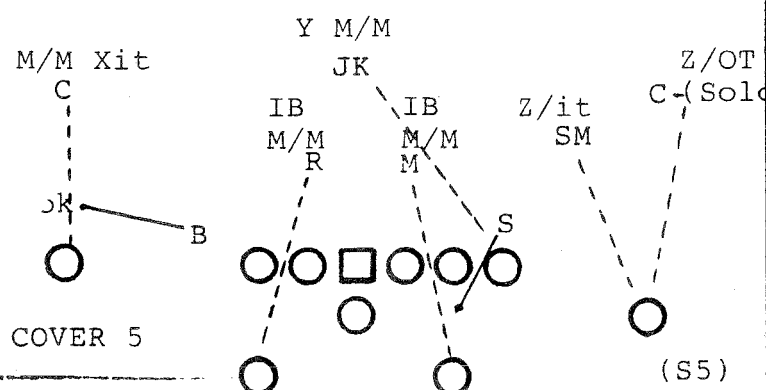
- A. Cover 3 is a common +20 coverage
- B. Cover 3 is a common nickel coverage vs a slot on 3rd downs!



Cover 4 is weak 3 Deep Zone Coverage  
Jack always rotates weak (Either sky/Cleo Buster) Sam always rotates deep middle.

The strong corner is always Deep 1/3, the weak corner either Cleo's or plays 1/3. It is zone underneath, usually with a buck dog (30).

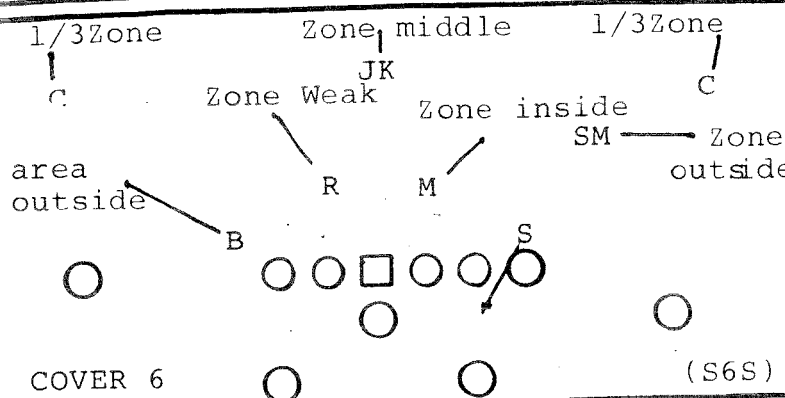
- A. Variations are 4 Buster, 4 Sky, and 4 Cleo.



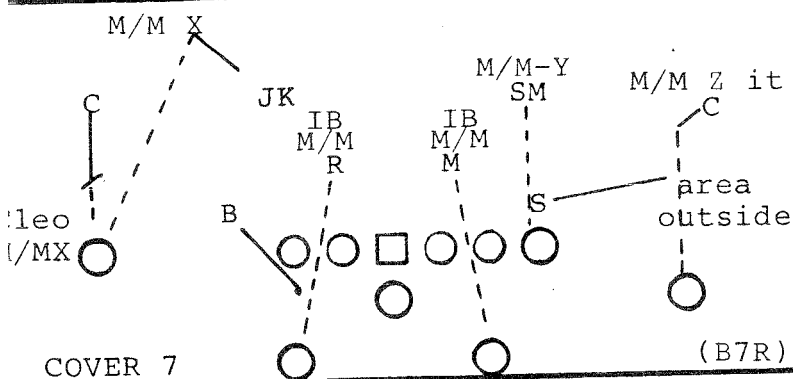
Cover 5 is Double Coverage on Z.

This coverage always puts the strong corner on Z but it appears different ways and may involve either Jack or Sam. It is basically man coverage for everyone else.

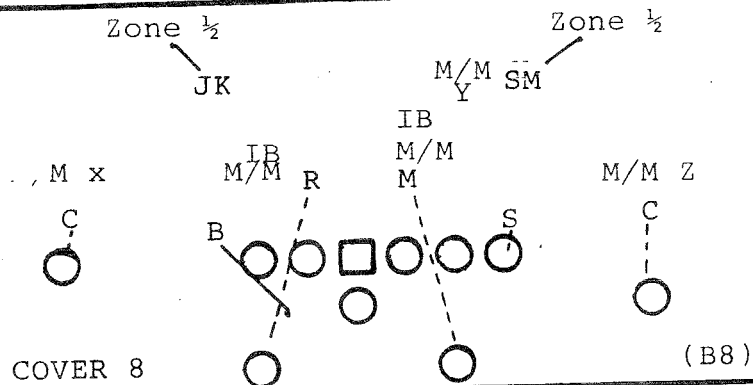
- A. Variations are 5 Jack, 5 Sam, 5 Cleo
- B. A loosened Buck usually accompanies this coverage.



Cover 6 - is strongside 3 Deep Zone Cove  
 It is Zone underneath too. It is pure zone coverage with no defender M/M.  
 Common Variations are:  
 A. 6 sky loaded-5 under zone/3 deep zone  
 B. 6 Buster-Sam & Stub exchange drops  
 C. 6 Cleo - strong corner rotates up  
 Sam plays deep 1/3 strong

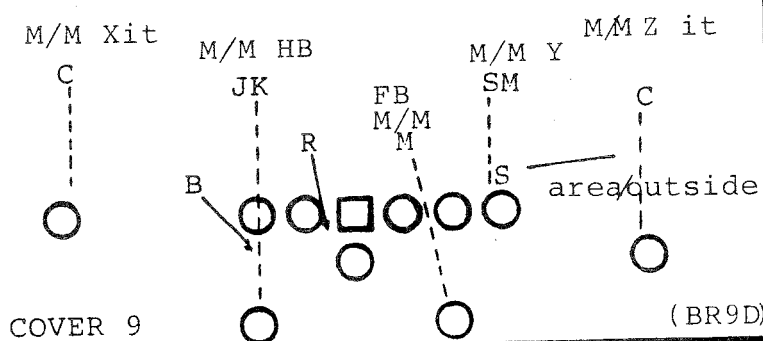


Cover 7 - is Weakside double coverage on X. It is basically M/M coverage for everyone else.  
 Common variations are:  
 A. Buck 7 Solo - Weak corner & Jack double X In and out.  
 B. Buck 7 Cleo - Weak corner rotates up and zones underneath.

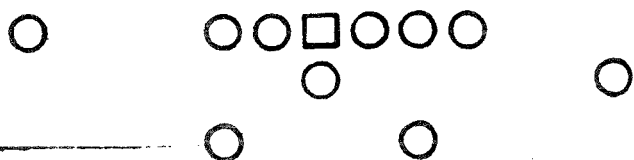


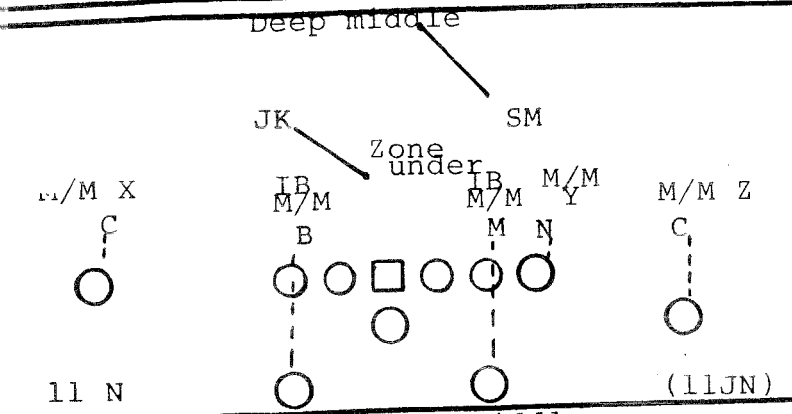
Cover 8 - is combination Zone/Man Covg. with 5 underneath man - 2 Deep Zone

Common Variations are:  
 A. 8 Solo - Jack and weak corner-Double Sam and Stg corner-Double  
 B. 8 Bracket-Same look as 8 solo except it is a route recognition & read coverage outside and man under inside  
 C. Note-There are a lot of different techniques used with this coverage.

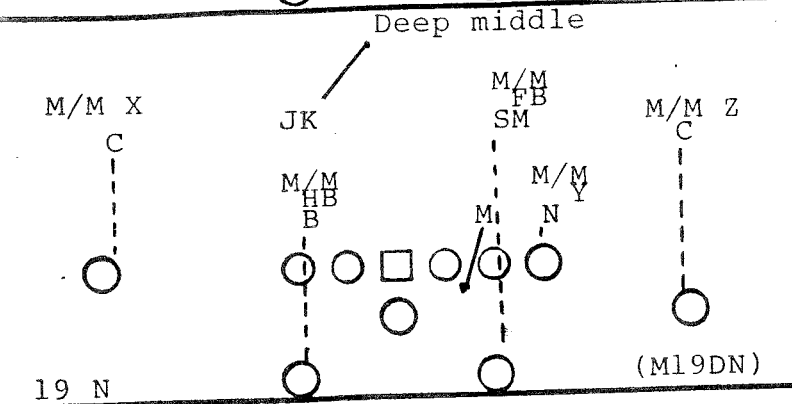


Cover 9 - is man to man coverage with n free safety. It is most frequently tied to dogs. With this coverage a lot of different techniques are used (on/off) but the real variety comes with the different dogs employed. All secondary players are always M/M.

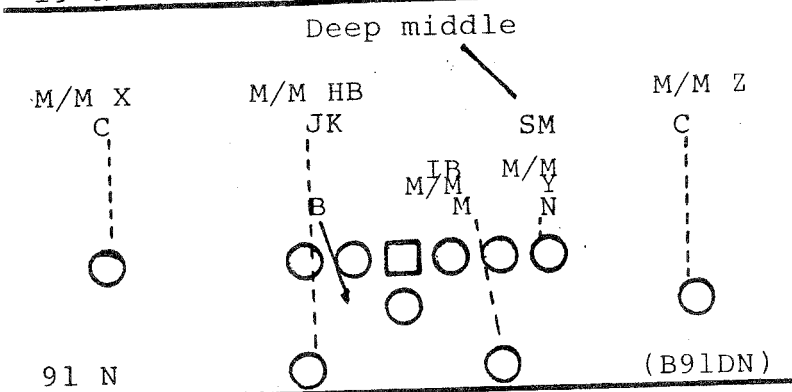




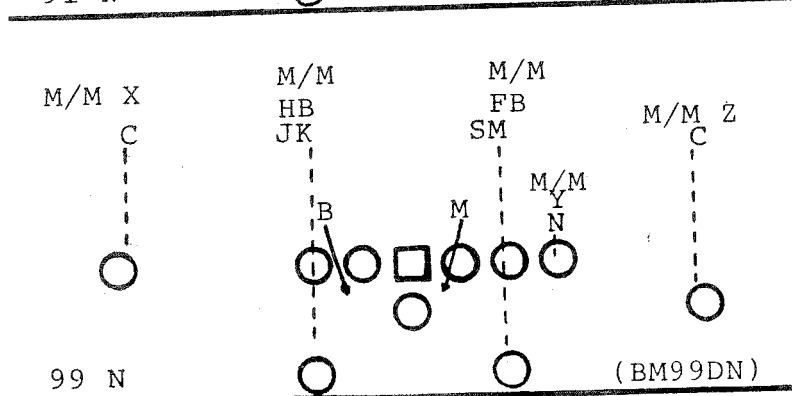
11 Nickel is M/M with a free Safety and a Free Safety underneath. Note either safety may wind up deep. Both corners are M/M and their techniques and alignment vary from team to team. Nick is M/M on the middle receiver, usually outside technique. Buck and Mac may be Man or Zone - its played differently.



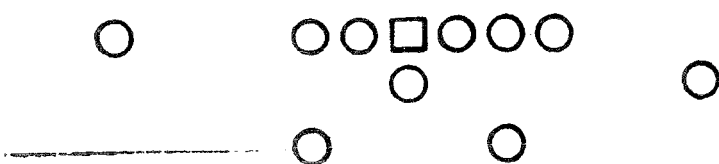
19 Nickel is Man coverage with a Free Safety weak and no one free strong. Alignment and technique varies. It is usually a strong Dog coverage with a Mac Dog.

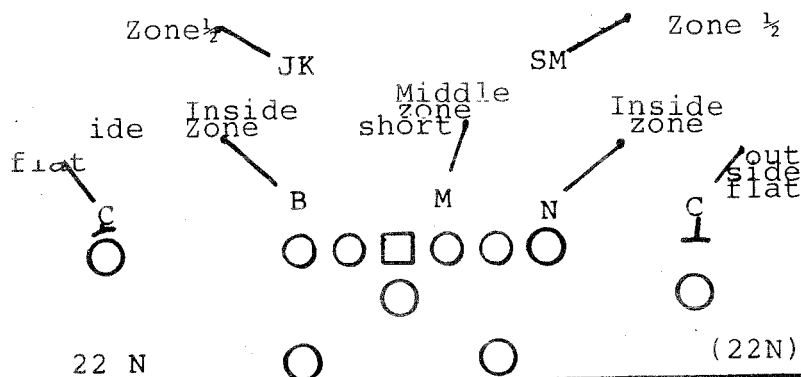


91 Nickel is a Man coverage with no one free weak and Sam free Strong. Alignment and technique varies. It is usually a Weak Dog Coverage with a buck dog.

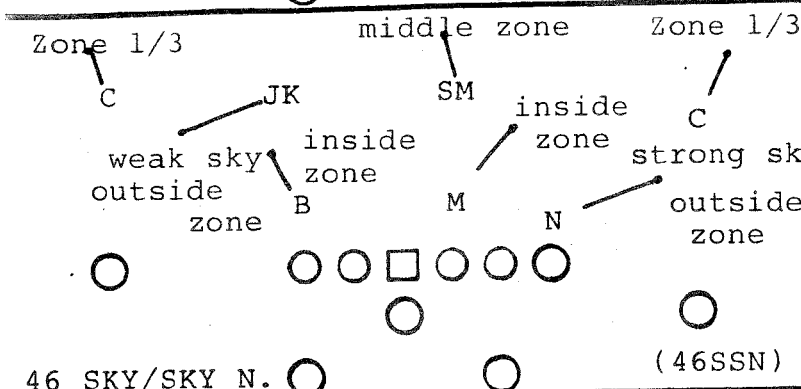


99 Nickel is Man coverage with no one Free in the secondary. Alignment & technique varies but inside technique & Off & Up closer is the norm. A 6 man dog with Buck and Mac dogging is the most common form of this coverage.



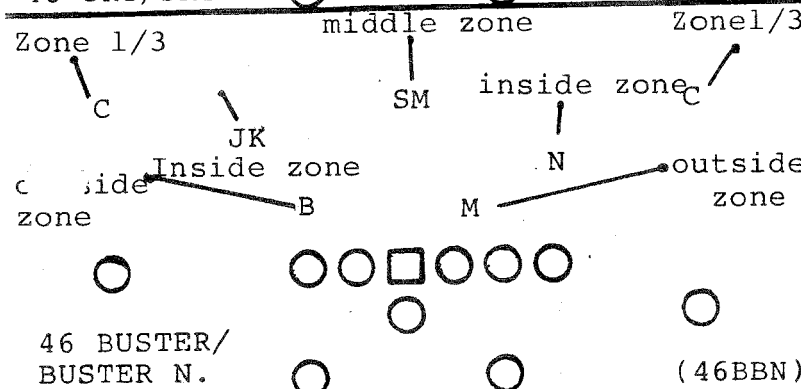


22 Nickel is a Zone Nickel Mirrored Coverage with 5 Under Zone/2 Deep Zone. The most common variation is the addition of another defender in a "look" position from a 30 Front.



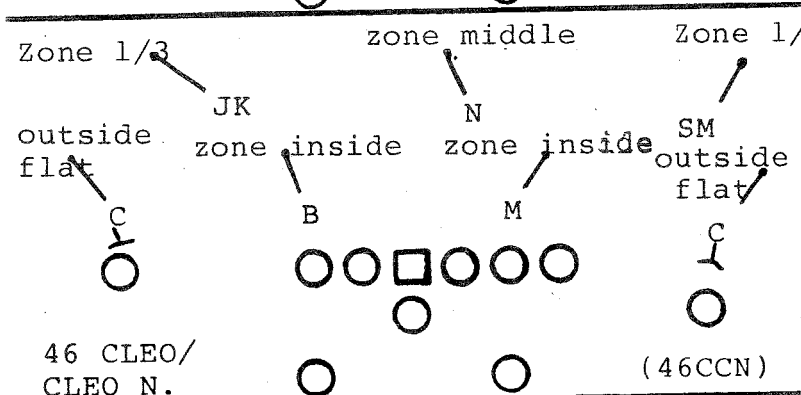
46 Sky/Sky Nickel is a balanced Zone Coverage characterized by Double Sky's Weak & strong

Used mostly on 3rd and long or as a prevent defense.



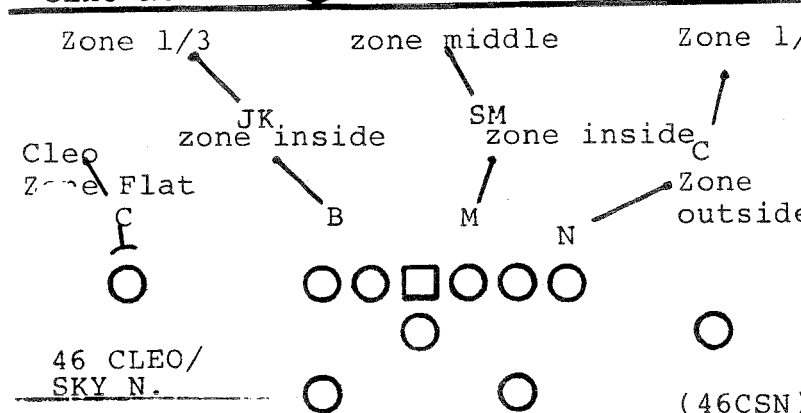
46 Buster/Buster Nickel is a mirrored Zone Nickel Coverage characterized by Double Busters - Weak and Strong Both Jack and Nick hang inside.

This cover frequently looks like a 46 Cleo/Cleo (Both Corners up/3 Deep) on a P.S.L. and converts to a double buster on the snap. Primarily 3rd and long or prevent coverage.



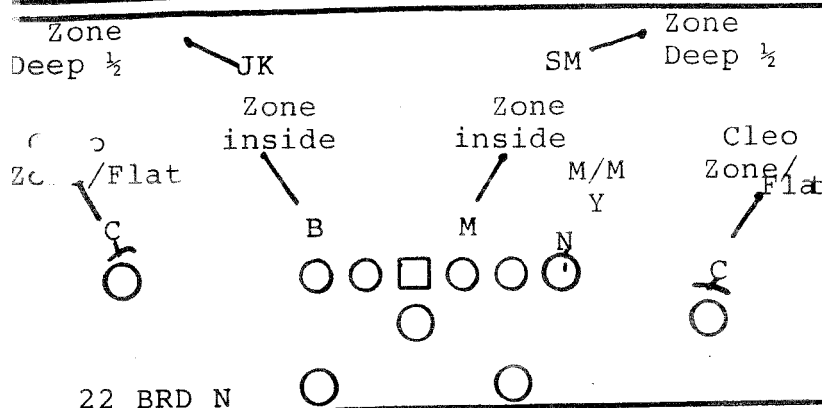
46 Cleo/Cleo Nickel is a mirrored 3 Dee Zone Nickel Coverage characterized by double Cleo's outside usually in a pre-rotated position.

The most common variation is the addition of another defender underneath (Loaded) from a 30 Front making it a 46 Cleo/Cleo/Loaded Nickel



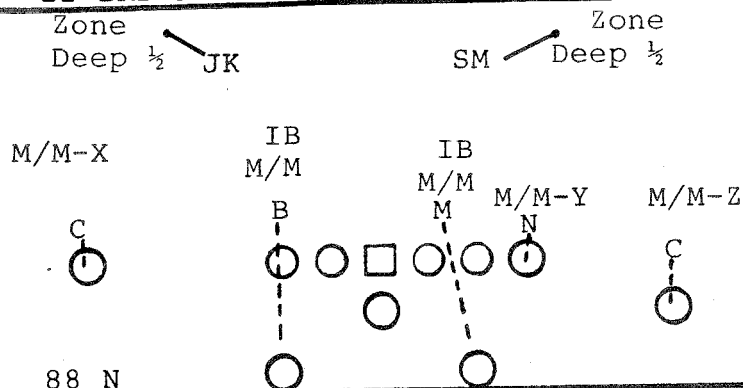
46 Cleo/Sky Nickel is a Zone Nickel Coverage with a Cleo Weak & a Sky Strong. The most common variations are:

- A. A sky weak and a Cleo strong
- B. Loaded added to either of these coverages.



22 Bird-Dog Nickel is a combination Nickel Coverage characterized by straight 2 Coverage everywhere except Nick is M/M with the middle receiver

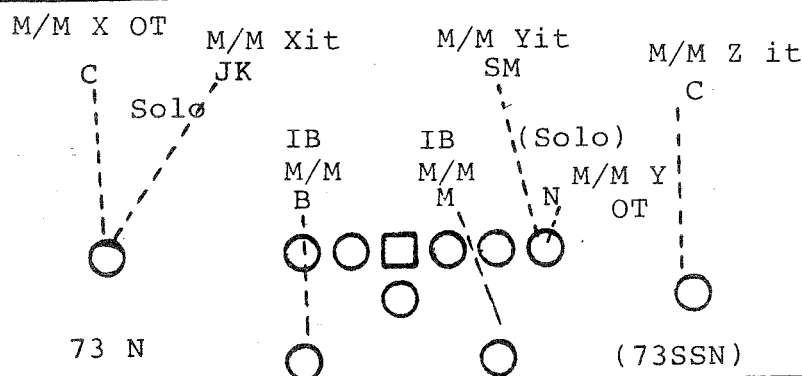
The most common variation is a 30 Front with loaded, or 22 Hump.



88 Nickel is a combination coverage with 5 under Man 2 Deep Zone. It is covered with Nickel Personnel.

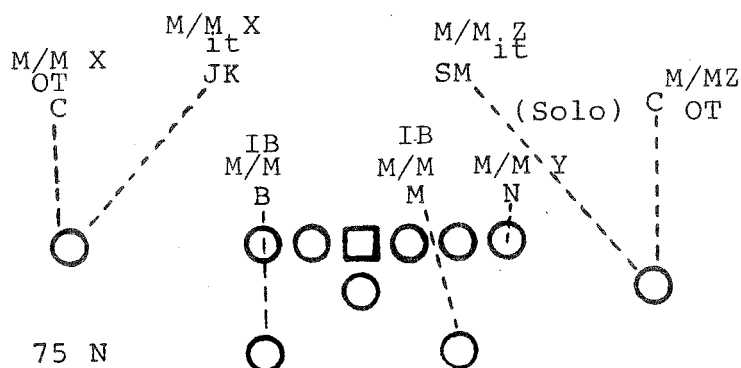
The most common variations are:

- A. Loaded
- B. Solo - weak & strong
- C. Bracket- weak & strong



73 Nickel is a Man combination Covg. with double coverage on X(7) and double coverage on Y(3). The most common variations occur with the techniques used on X & Y, variations are:

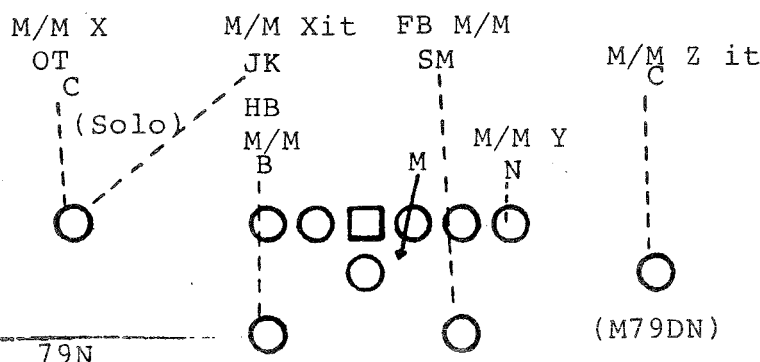
- A. Solo
- B. Bracket



75 Nickel is a man combination Covg. with double coverage on X(7) and double coverage on Z(5). The most common variations occur with the techniques used on X & Z. Variations are:

- A. Solo
- B. Bracket
- C. Ram

Note that on the strongside 5 coverage may be a double with Nick and corner or with Sam and the corner.

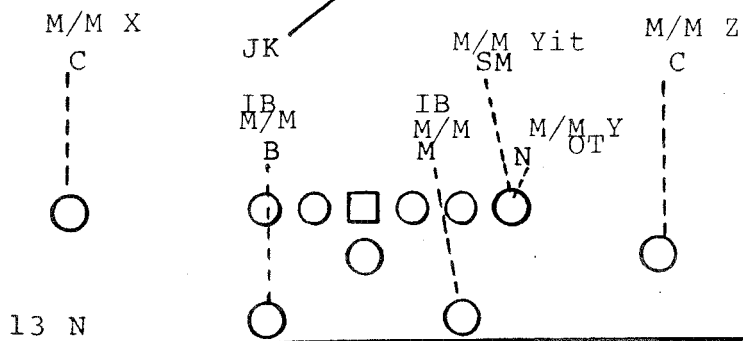


79 Nickel is a man combination Covg. with double coverage on X(7) and M/M coverage strong (9); there is no free safety

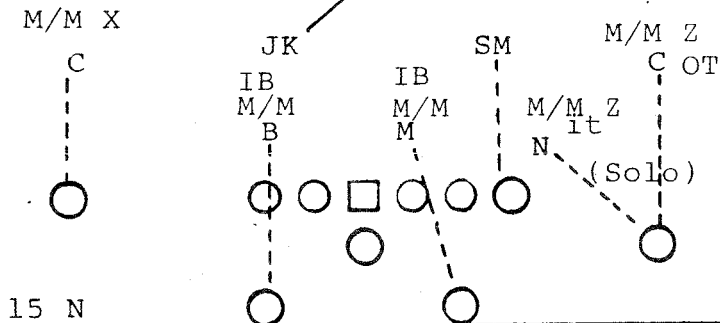
The most common variation occurs weak-side on X with different forms of 7 coverage.

The most common look strongside is a Mac Dog.

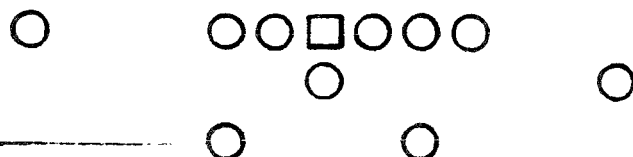
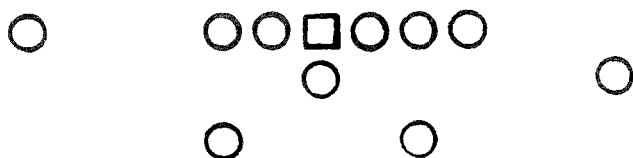
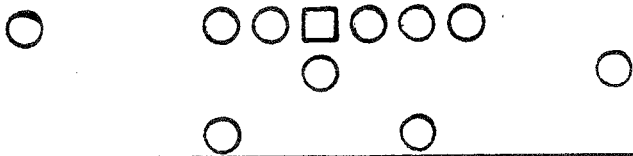
Zone/deep middle

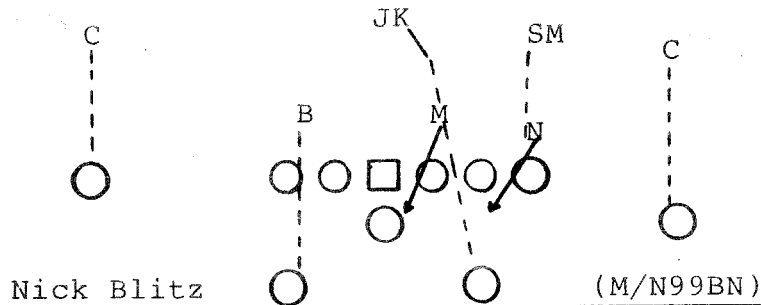


13 Nickel is a combination coverage with M/M Free Safety weak and double coverage on Y Strong. Alignment & Technique varies

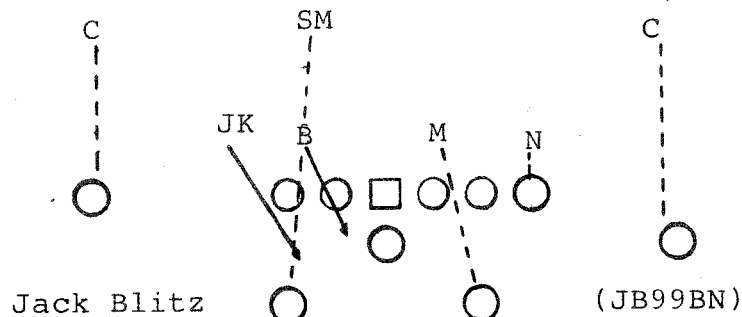
Zone  
Deep middle

15 Nickel is a combination coverage with M/M Free Safety weak and double coverage on Z strong. There is more variety with this coverage than 13N because Z may be doubled with either Nick or Sam.

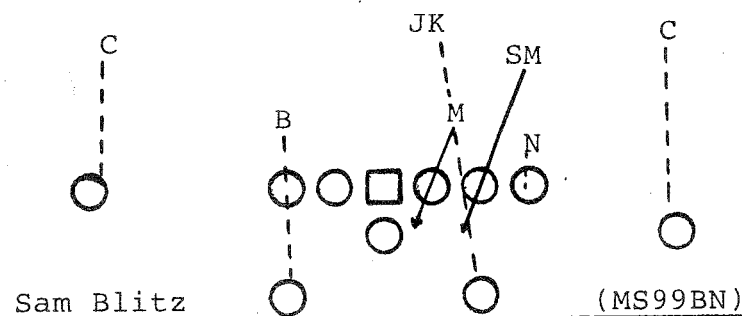




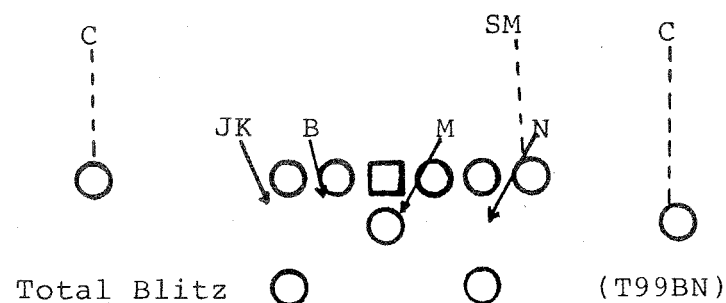
Nick Blitz is a strongside blitz accompanied by M/M Coverage  
 The most common form comes with a Mac Dog and Jack cheated strong to cover the FB. Corners may be on or off by Game plan.



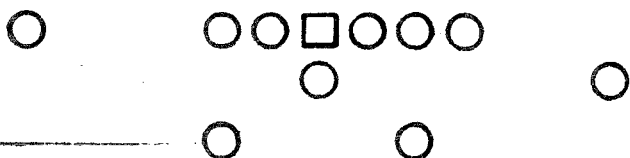
Jack Blitz is a weakside Blitz accompanied by M/M Coverage  
 The most common form comes with a Buc dog with Sam cheated weak.



Sam Blitz is a strongside blitz accompanied by M/M coverage.  
 It is the least used Blitz and very rarely seen; generally used with a strongside Dog when used.



Total Blitz is an all out weakside (Jack) and strongside (Nick) Blitz  
 It is an 8 man rush with M/M coverage  
 The P.S.L. varies but usually at least 8 defenders are on or near the L.O.S.



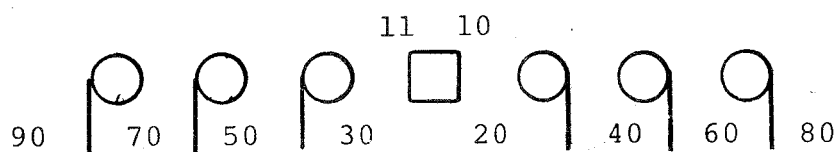


# RUN GAME

## 1. The Run Number System

1.1 Even number holes are to the Right.

1.2 Odd number holes are to the Left.



1.3 Each hole indicates the area to be blocked.

1.4 For each play the Point of Attack will have a descriptive word added to designate the backfield action and blocking scheme.

## 2. Run Play Calls

2.1 Formation

2.2 Back

2.3 Hole

2.4 Blocking

2.5 Example: Green Rt H 80 Toss  
HB thru the 80 hole with Toss Blocking.

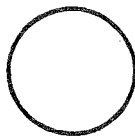
2.6 Two Back Sets utilize back to hole.

Note - After the teaching phase the backs only need the Formation/Hole/Blocking.

2.7 One Back Sets utilize only the Formation/Hole/Blocking since only the ball carrier is in the backfield.

*The Blocking Scheme is called by Toss, Run etc*

# RUN GAME BALANCE SHEET



90 Slant  
 90 Toss  
 90 Bim/Opt  
 90 Cut  
 90 Draw  
 Z Reverse  
 Y Around  
 Statue LT

70 Blunt



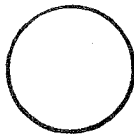
50 Dive  
 50 DRW  
 50 Ld-DRW



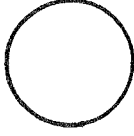
30 CTR-A  
 30 Lg-DRW



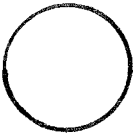
11 TRP 10 Man  
 10 TRP 20 OH  
 10 DRW-T20 Pull



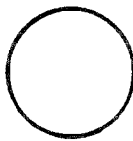
20 CTR  
 20 OH  
 20 Lg-Trp40 Wham  
 20 DRW 40 DRW  
 Q20 DRW



40 Dive  
 40 Lead  
 40 Lead-Oh  
 40 DRW 40 DRW  
 60 OT



60 Belly  
 60 Take  
 60 Slant  
 60 Power

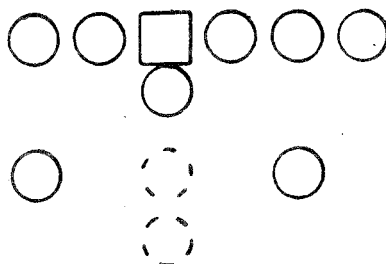


80 Toss  
 80 Slant  
 80 F/Opt  
 80 Bob/Crk  
 80 G-O  
 80 Take  
 80 Pitch  
 80 Streak  
 80 DRW  
 X Reverse  
 H Around

11 TRAP  
30 CTR Awy  
50 Dive  
70 Blunt  
90 Slant  
90 Toss  
90 Bim(Option)  
90 Cut

Draws

30 Log DRW  
50 Lead DRW  
90 DRW



Statue/Rev/Around

Statue Lt  
Fk 80 Toss Z Rev  
Fk 80 Bob Z Rev  
Fk 90 Toss X Rev  
Fk 70 Blunt H Around  
Fk 60 Belly Y Around  
Fk 30 CTR Y Around

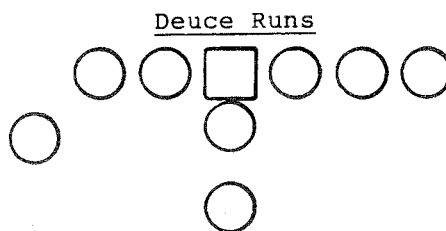
10 Man  
10 Trap  
20 Lag Trp  
20 CTR  
20 OH  
20 Pull  
40 Dive  
40 Lead(OH)(Wham)  
60 Belly(Take)  
60 Power  
60 OT  
60 Blunt  
80 Slant  
80 Toss  
80 Bob (Crack)  
80 F (Option)

Draws  
10 DRW T  
20 DRW  
Q 20 DRW  
40 DRW  
80 DRW  
80 Take  
80 Streak

11 TRAP  
30 CTR  
50 Dive  
70 Blunt  
70 OT  
90 Slant  
90 Toss  
90 G-O  
90 Take

DRAWS

11 DRW Trp  
30 DRW  
90 DRW



Deuce Runs

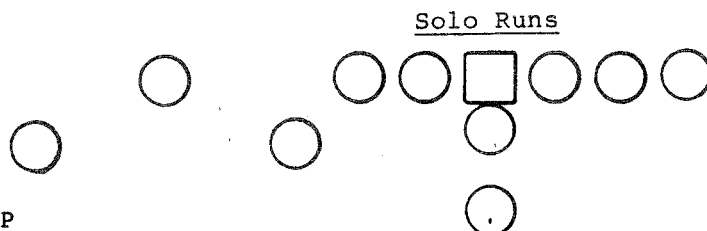
Statue/Rev/Around

Statue Lt  
Fk 90 Toss X Rev  
Fk 70 Blunt H Around  
Fk 60 Belly Y Around

10 TRAP  
20 CTR  
40 Dive  
60 Belly(Take)  
60 OT  
80 G-O  
80 Take

Draws

10 DRW Trp  
20 DRW  
Q 20 DRW



Solo Runs

Statue/Rev/Around

Statue Lt  
Fk 90 Toss X Rev  
Fk 70 Blunt H Around  
Fk 60 Belly Y Around

10 TRAP  
20 CTR  
60 Belly(Take)  
60 OT  
60 G-O  
80 Take

Draws

10 DRW Trap  
20 DRW  
Q 20 DRW

11 TRAP  
30 CTR  
50 Dive  
70 Blunt  
70 OT  
90 Slant  
90 Toss  
90 G-O  
90 Take

Draws

11 DRW Trp  
30 Drw  
90 Drw

Counters

Keep  
Waggle  
Naked  
Reverses  
Flash-Lite

Reverses

Fk 80 Toss Z Rev  
Fk 80 Bob Z Rev

10 Trap  
20 CTR  
40 Dive  
60 Blunt  
60 OT  
80 Slant  
80 Toss  
80 Bob  
80 Take  
80 Pitch  
80 Quick

Draws

10 DRW Trp  
20 DRW  
80 DRW

Flank Runs

Counters

Keep  
Waggle  
Naked  
Flash-Lite  
Z Spot

10 Trap  
20 CTR  
40 Dive  
60 Blunt  
60 OT  
80 Slant  
80 Toss  
80 Bob  
80 Take  
80 Pitch

Draws

10 DRW Trp  
20 DRW  
80 DRW

Flex Runs

Counters

Keep  
Waggle  
Naked  
Flash-Lite  
Z Spot

10 Trap  
20 CTR  
40 Dive  
60 Blunt  
80 Slant  
80 Toss  
80 6-0  
80 Take

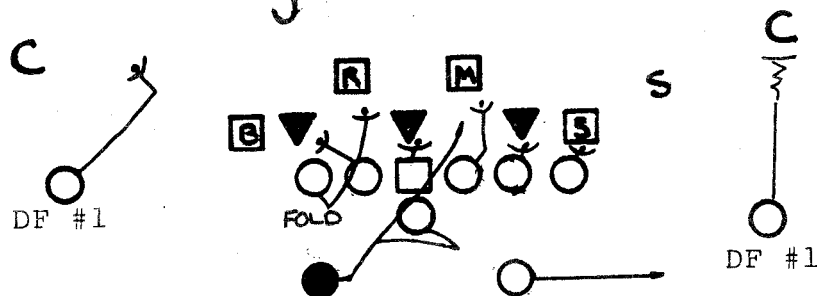
Draws

10 DRW Trp  
20 DRW  
80 DRW

Fold

Widen Men slightly (Possible)

30



PLAY: 10/11 Man

CPs:

HB - PSL covered C or O.G. for possible charge.

RED RT H 10 Man

Y - DRIVE # MAN OVER YOU. KEEP INSIDE HEAD POSITION.

ON T - DRIVE # MAN OVER YOU. INFLUENCE TO OUTSIDE NO. *Aim Crotch through outside Hip*

ON G - DRIVE # MAN OVER YOU. SHOW SLIP # INFLUENCE. *Try to widen Backer 45° step*

CENTER - COVERED, DRIVE # MAN OVER YOU. UNCOVERED, CHOKE #.

OFF G - UNCOVERED, FOLD #. COVERED (40), CHOKE #. COVERED (UNDER-UNDER) DRIVE # MAN OVER YOU. *If End is wide Drive Block*

OFF T - OFFSIDE O.G. UNCOVERED, FOLD #. OFFSIDE O.G. COVERED, DRIVE # MAN OVER YOU.

X - DOWNFIELD #1. TIGHT, DRIVE # MAN OVER YOU. KEEP INSIDE HEAD POSITION.

Z - DF #1

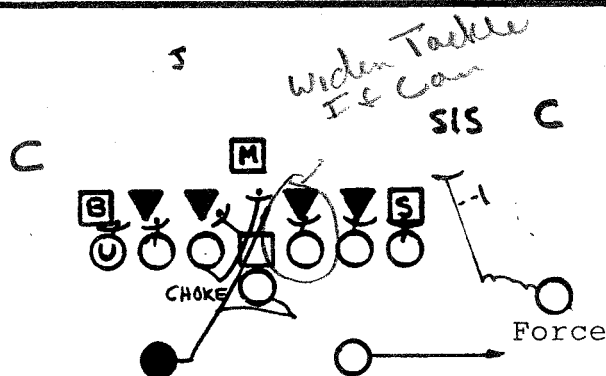
U. BLOCK X TIGHT RULE.

HB - SLIDE STEP - AIM FOR FAR LEG OF CENTER - RUN OFF MOVEMENT OF NOSE TACKLE, OR O.G. IF COVERED.

FB - FAKE TOSS

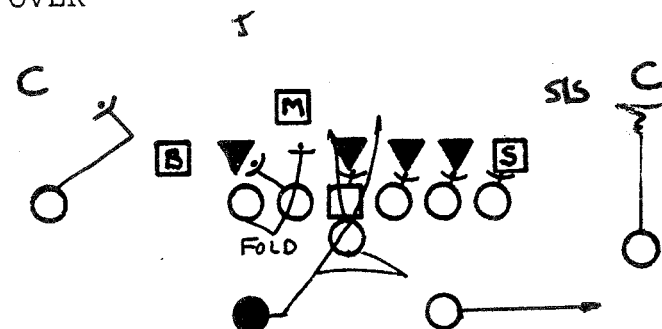
QB - Open Out Fake Toss Action, Hand Back to Back.

40



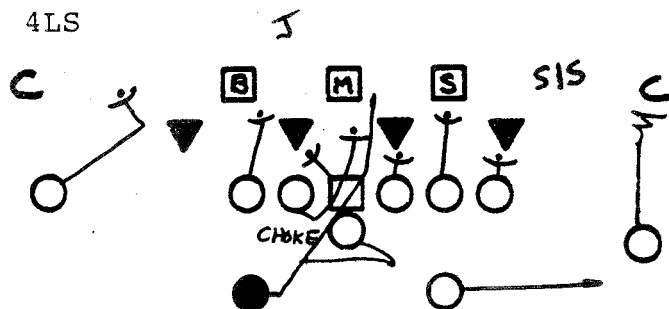
RR Z SHT H 10 MAN

OVER

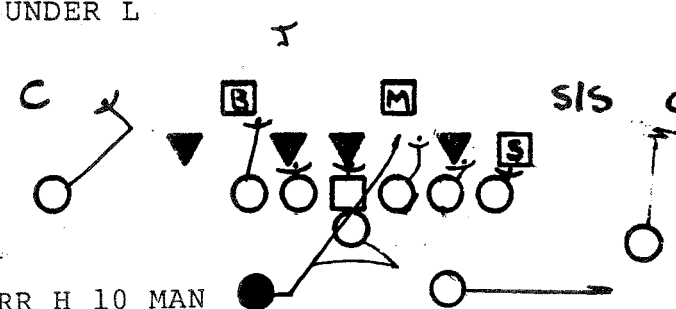


RR H 10 MAN

4LS



UNDER L



RR H 10 MAN

# Formation Combination/Alerts

Brown H 10 Man

Red TGT H 10 Man

U Red F 11 Man

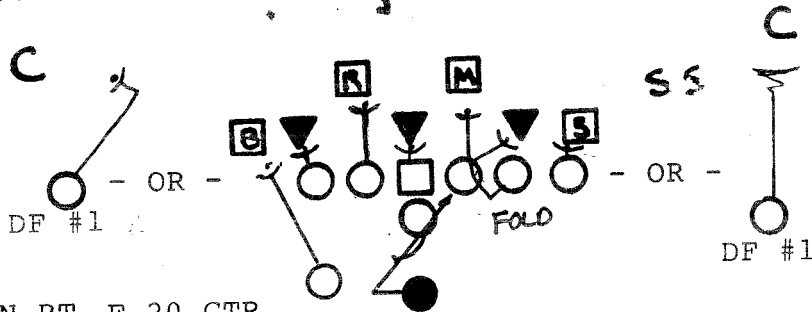
Red Slot F 11 Man

U Drive # Man over

Slot: Z DF #1 X DF #2

Fold inside

30



PLAY: 20/30 CTR

CPS: TAKE GOOD SPLITS

FB. TAKE PSL @ NT TO DETERMINE HIS CHARGE.

BROWN RT F 20 CTR

Y INSIDE DRIVE #

ON T FOLD # BUBBLE OVER ONSIDE O.G. POSS: MAN #. IF COVERED, DRIVE # MAN OVER YOU.

ON G FOLD # BUBBLE OVER YOU. POSS: MAN #. IF COVERED, SWITCH #. POSS: MAN #.

CENTER # MAN OER YOU. IF UNCOVERED, SWITCH #. POSS: MAN #.

OFF G - DRIVE # MAN OVER YOU

Crotch

OFF T - DRIVE # MAN OVER YOU.

X DOWNFIELD #1. TIGHT, INSIDE DRIVE # MAN OVER YOU.

Z DOWNFIELD #1.

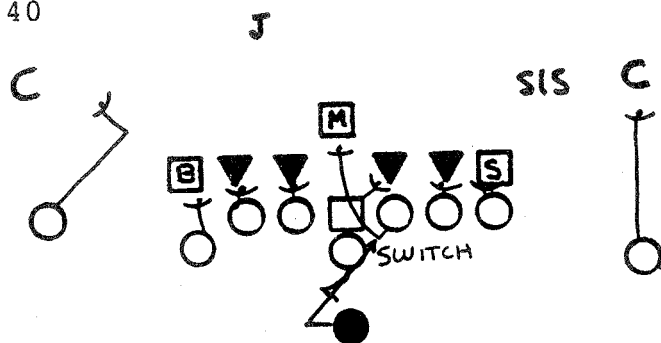
U BLOCK X TIGHT RULE

HB # END MAN ON L.O.S. WALL WITH BACKSIDE OT. AIM FOR BUTT OF O.T. TAKE ANYTHING OUTSIDE. ALERT U FORM. # FORCE.

FB BALL CARRIER. COUNTER STEP AWAY. AIM FOR BUTT OF PLAYSIDE O.G. RUN OFF CENTER'S #.

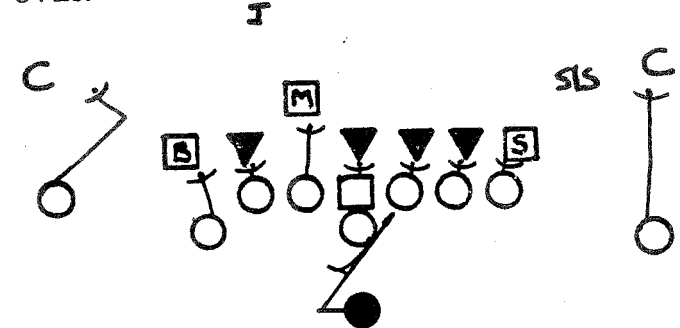
QB REVERSE OUT. HAND BALL BACK ON COUNTER

40



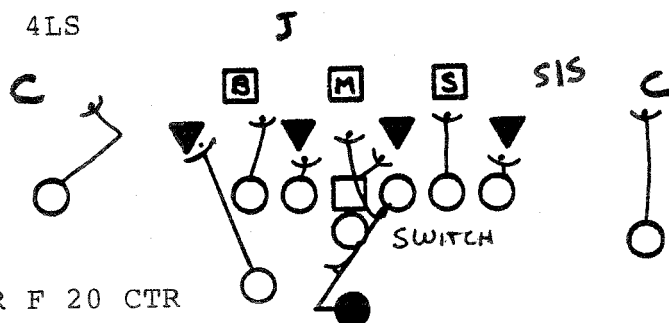
DC RT 20 CTR

OVER



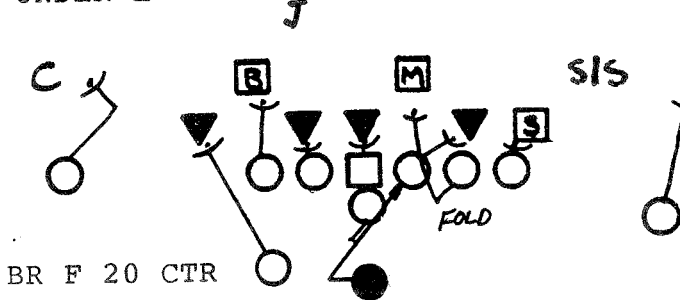
DC RT 20 CTR

4LS



BR F 20 CTR

UNDER L



BR F 20 CTR

Formation Combination/Alerts

U Brown F 20 CTR

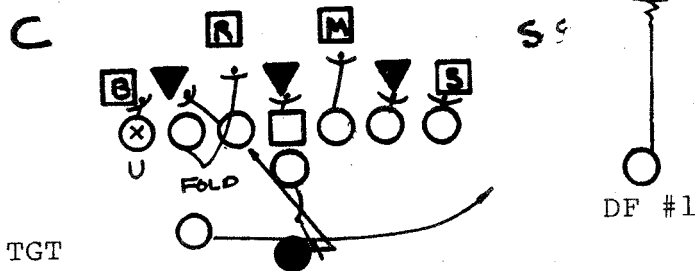
Green/Blue F 20 CTR

HB #DF #1/U inside drive # man over

HB Fake away from hole.



30



PLAY: 20/30 CTR Away  
CPS = TAKE GOOD SPLITS

FB - TAKE PSL @ N.T. TO  
DETERMINE HIS CHARGE.

HB - MAKE A GREAT FAKE.

U/Brown RT TGT  
F 30 CTR Away

Y

SAME AS 20/30 COUNTER BLOCKING

ON T

SAME AS 20/30 COUNTER BLOCKING

ON G

SAME AS 20/30 COUNTER BLOCKING. ALERT: MAN #  
UNDER L - 30U - DEF.

CENTER

SAME AS 20/30 COUNTER BLOCKING.

OFF G -

SAME AS 20/30 COUNTER BLOCKING

OFF T -

SAME AS 20/30 COUNTER BLOCKING

X

TIGHT, INSIDE DRIVE #

Z

DF #1

U BLOCK X TIGHT RULE

HB

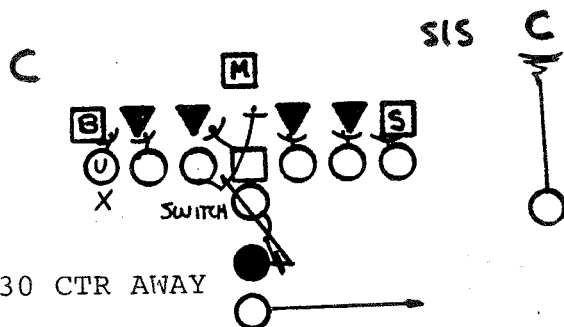
BROWN, FAKE RIDE. GREEN, FAKE TOSS. DEUCE,  
INSIDE DRIVE #3

FB

BALL - CARRIER  
RUN OFF CENTERS # COUNTER STEP AWAY. AIM FOR BUTT OF ONSIDE O.G.

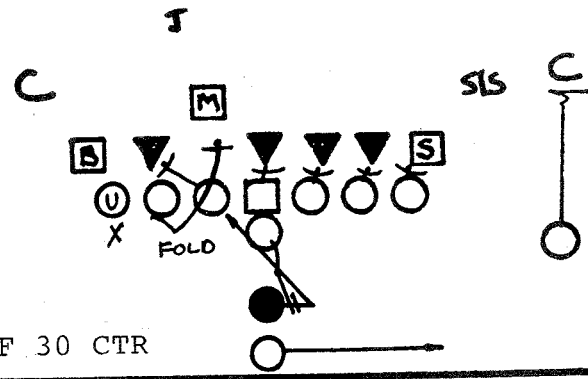
QB OPEN OUT, HAND BACK TO F.B.

40



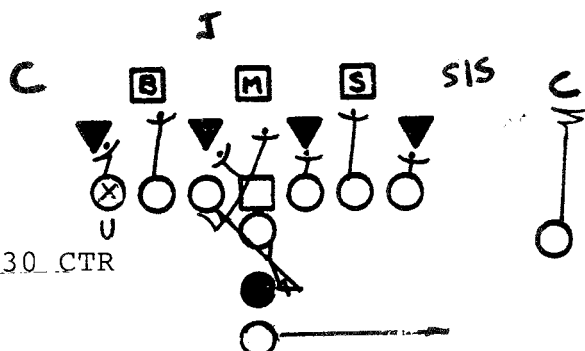
U GR F 30 CTR AWAY

OVER



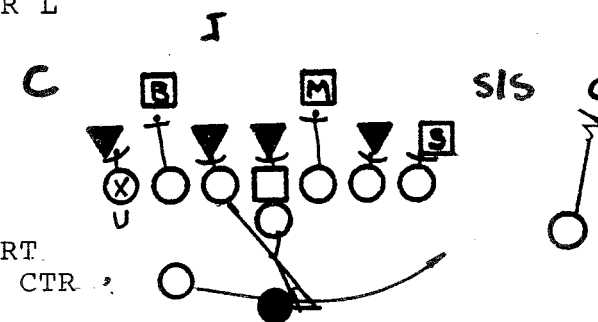
U GR F 30 CTR  
AWAY

4LS



U GR F 30 CTR  
AWAY

UNDER L



BRN RT.  
F 30 CTR  
AWAY

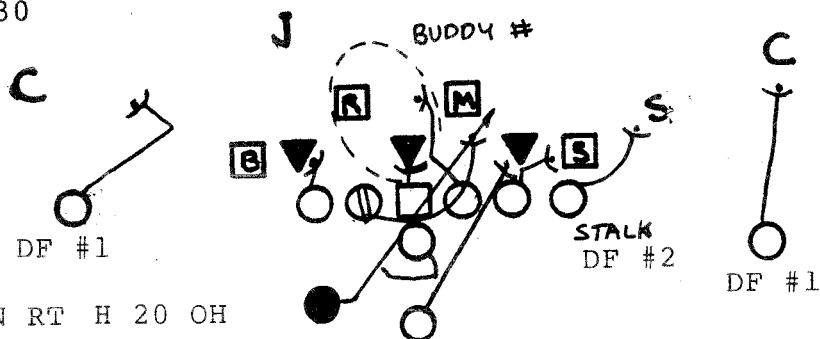
# Formation Combination/Alerts

Brown TGT	F 30 CTR Away
U Brown Slot	F 30 CTR Away
Green TGT	F 30 CTR Away
Blue TGT	F 30 CTR Away

H Inside Drive # man over

HB Fake Away from hole.

30



PLAY: 20/30 OH  
20/30 OH Weak

CPS = ONSIDE O.G. ALERT  
TO CALL "JAM."  
FB - GET TO D.E. AS QUICK  
POSSIBLE  
HB. RUN OFF OF PULLING  
GUARD'S BLOCK. ALERT TO G  
UNDER OR OUTSIDE OF HIS  
BLOCK.

Y ONSIDE, STALK #. BACKSIDE, CUT OFF #. DF #2.

ON T EVEN: BLOCK MAN ON. UNCOVERED,  
INFLUENCE D.E., AGGRESSIVE FAN #. alert 20/30 OH WEAK LBer WALK.

ON G V. 30DEF., BUDDY #. V3OU - UNDER L, "OFF CALL" # DWN ON N.TACKLE.  
V.40 - OVER, MAKE "JAM CALL", BUDDY #, PULL INFLUENCE

CENTER V.30 DEF., BUDDY #. V3OU - UNDER L, MAKE "OFF CALL" #  
BACK ON D LINEMAN. V. OVER, "JAM CALL", BUDDY #. 40 BLOCK BACK.

OFF G - V.BUBBLE OVER ONSIDE L.G. "OH" PULL FOR MAC. V 40,  
"JAM CALL", TRAP D.T. OR PULL AROUND HIM. V.OVER, TRAP D.T.

OFF T - CUT OFF # D.E. V. UNDER L - 3OU, SLOOP #.

X DOWNFIELD #1. TIGHT, ONSIDE, STALK #. DF #1. Tight  
BACKSIDE CUT OFF.

Z ONSIDE DWNFLD # 1  
BACKSIDE DWNFLD #2

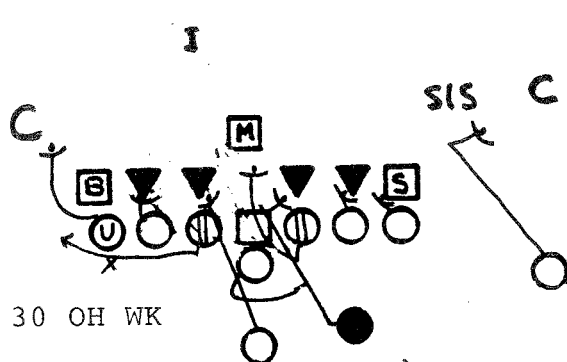
U BLOCK X TIGHT RULE.

HB SLIGHT SLIDE TO QB. AIM @ OUTSIDE LEG OF OC. ALERT FOR TRAP ON

FB RUN COURSE STRAIGHT AT D.E., CHOP HIM.

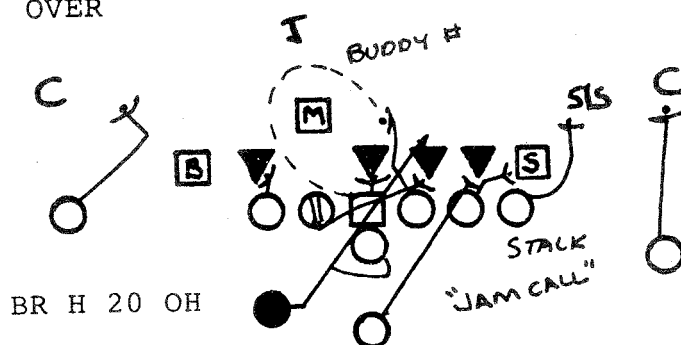
QB OPEN TO FB, HAND BACK TO HB.

40



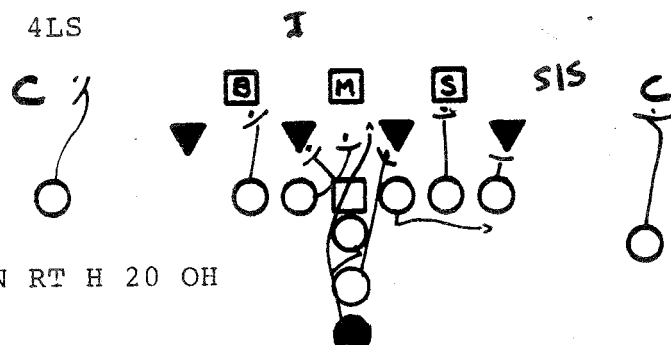
U BLR H 30 OH WK

OVER



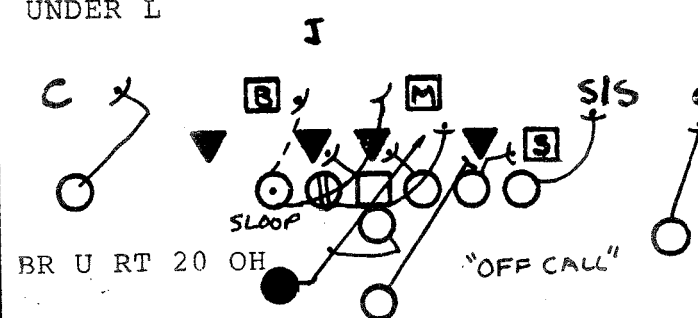
BR H 20 OH

4LS



GRN RT H 20 OH

UNDER L



BR U RT 20 OH

"OFF CALL"

FORMATION COMBINATION/ALERTS

Brown U/TGT H 20 OH

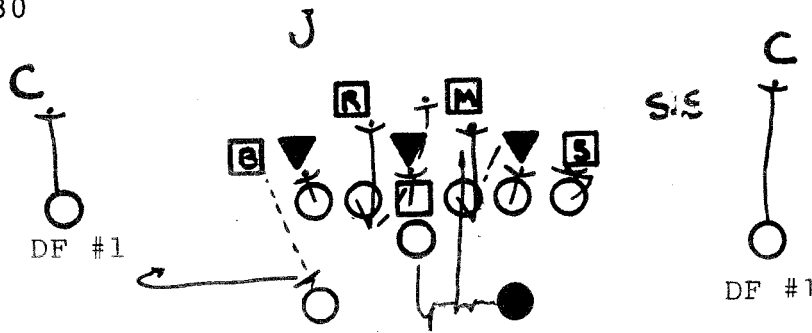
Green H 20 OH

Blue Slot H 30 OH WK

U/X TGT Backside Cut Off #.

Slot: Z DF #1 X DF #2

30



PLAY: 20/30 Draw

CPs:

HB - Take PSL at covered C or OG for possible charge.

FB - Must wait for QB to bring ball to you.

OL - Zone All Stunts

RED RT F 20 Draw

Y # MAN OVER. SET, DRIVE MAN. # INSIDE OUT.

ON T - PASS SET, # MAN OVER. ONSIDE O.G. UNCOVERED, SHORT SET. ZONE ALL STUNTS AND DOGS.

ON G - PASS SET # MAN OVER. ZONE ALL STUNTS AND DOGS.

CENTER - PASS SET # MAN OVER. COVERED, BOTH O.G.'s UNCOVERED, STAY WITH NOSE TACKLE ALL THE WAY-OTHERWISE ZONE STUNTS &amp; DOGS.

OFF G - PASS SET, # MAN OVER. UNCOVERED, YOU MAY HAVE TO STEP AROUND NOSE TACKLE. ZONE STUNTS &amp; DOGS W/O.T.

OFF T - PASS SET, # MAN OVER. ZONE ALL STUNTS &amp; DOGS.

X - DOWNFIELD #1. TIGHT, # BUCK. 4LS, #D.E. OUTSIDE RELEASE BUMP &amp; RUN.

Z - DOWNFIELD #1. OUTSIDE RELEASE BUMP &amp; RUN.

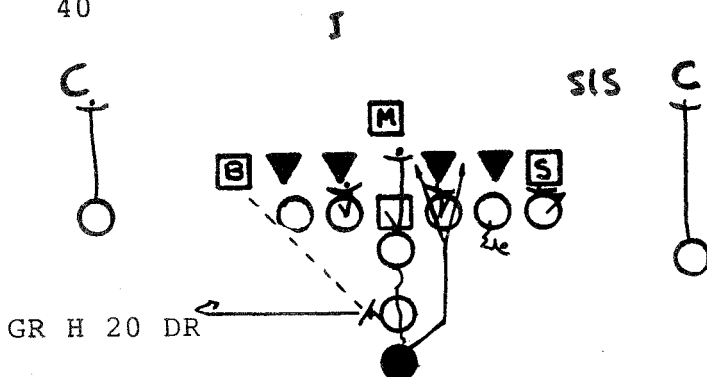
U. # BUCK. 4LS, #D.E.

HB - CHECK BUCK FOR DOG - NO DOG RUN FLARE ROUTE.

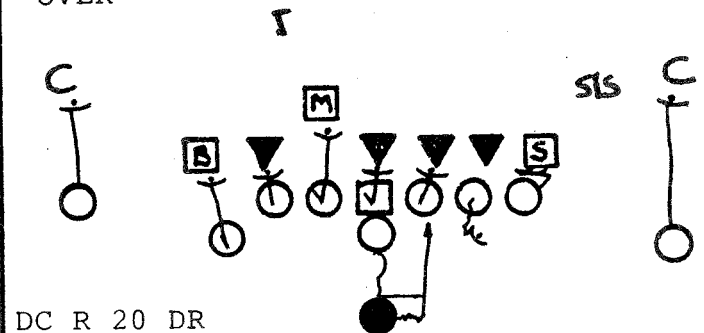
FB - BALL CARRIER. SLIDE TO O.B. AIM FOR ONSIDE O.G.'S BUTT. RUN OFF OF COVERED O.G.'s or C's BLOCK.

QB - SHOW PASS. BRING BALL BACK TO FULLBACK. MESH POINT IS ONSIDE O.G.'s BUTT. 3 STEP DROP.

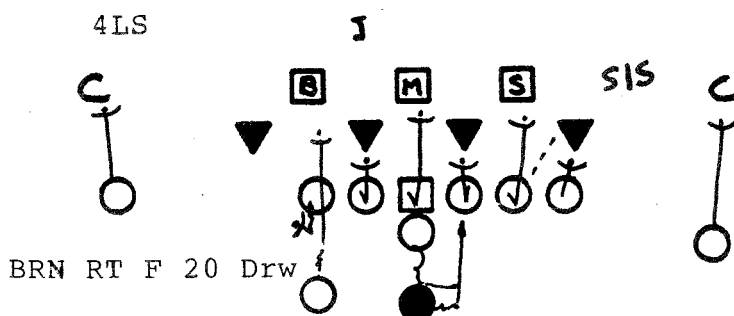
40



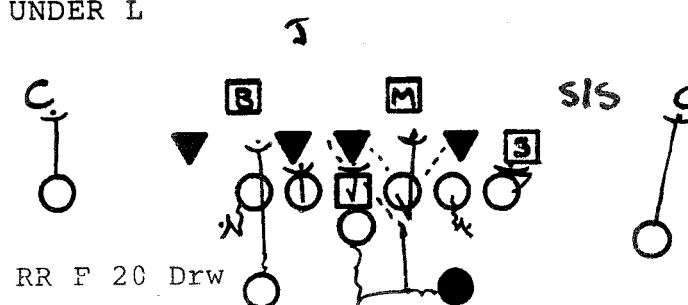
OVER



4LS



UNDER L

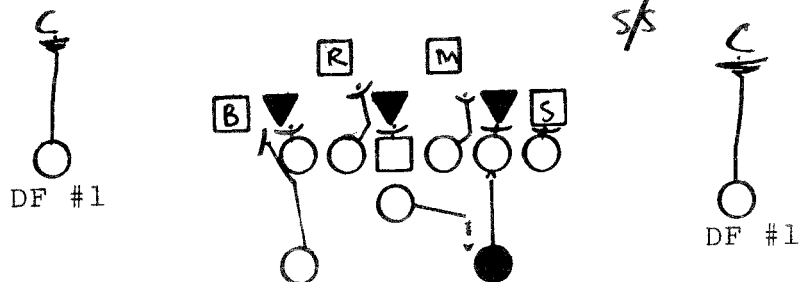


# Formation Combinations/Alerts

Red U/TGT H 30 Drw Wk

U/X TGT # Man Over

30



PLAY: 40/50 DIVE  
C.P.S O LINE EXPLODE OFF  
BALL - MAN BLOCK PLAY.

HB: ANY PART OF D.E.SHOW-  
ING BLOCK IT. USE CUT DOWN  
TECHNIQUE.

FB: STAY WITH GUARD

RED RT F 40 DIVE

Y - BLOCK MAN OVER YOU. PROTECT PLAYSIDE. BACKSIDE, RELEASE STALK # DF#

ON T - BUBBLE OVER O.G., MIKE # W/O.G.  
ALL OTHER FRONT MAN #

ON G - BUBBLE OVER YOU, MIKE # W/O.T.  
ALL OTHER FRONT MAN #

CENTER BACKSIDE O.G. UNCOVERED, SWAP # W/BACKSIDE O.G.  
ALL OTHER FRONTS, MAN BLOCK

OFF G - V. BUBBLE OVER YOU. SWAP WALL W/CENTER  
ALL OTHER FRONTS MAN #.

OFF T - AREA BLOCK W HB OR FB

X - DOWNFIELD #1

X TIGHT - RELEASE, STALK DF #1.

Z - DOWNFIELD #1

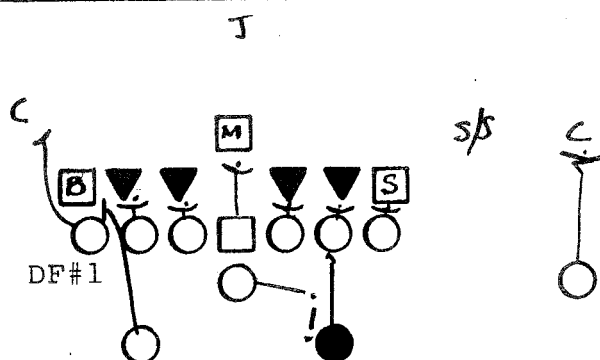
U BLOCK X TIGHT RULE.

HB - BLOCKER - WALL WITH BACKSIDE O.T. RUNNER - SEE FB RULES BELOW

FB - RUNNER AIMING POINT IS BUTT OF O.T. VS. 30 DEF, ALERT FOR OG &  
OT TO MIKE BLOCK. RUN UP BEHIND THIS BLOCK. VS 40 LOOK, RUN OF  
OF OT'S BLOCK. BLOCKER - SEE HB RULES ABOVE.

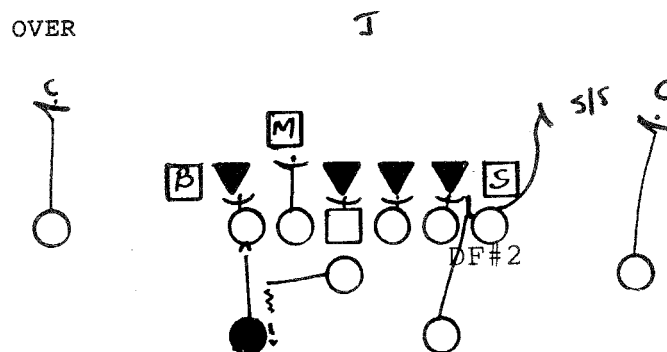
QB - OPEN OUT, GET BALL TO BACK AS DEEP AS POSSIBLE

40



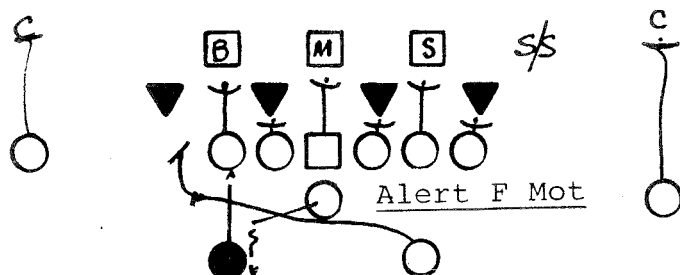
U/RR TGT F 40 DIVE

OVER

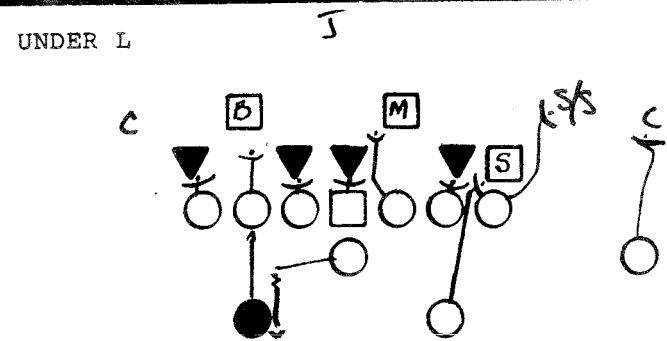


RR H50 DIVE WEAK

UNDER L



RR F LT H 50 DIVE Motion Wk



U RR TGT H 50 DIVE WEAK

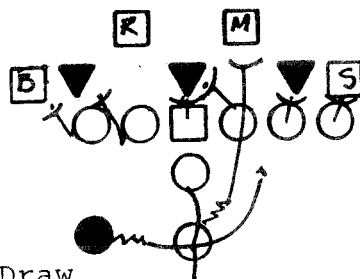
30

J

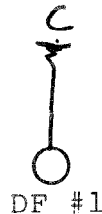
BUDDY #



DF #1



S/S



DF #1

PLAY: 40/50 Draw

AGGRESSIVE QUICK DRAW O.L.  
USE SHT. SET TECH.

Brown RT H 40 Draw

Y - # MAN OVER.

ON T - SHT. SET # MAN OVER YOU. O.G. COVERED ZONE ALL STUNTS. O.G. UNCOVERED BLOCK MAN OVER YOU ALL THE WAY.

ON G - COVERED: BLOCK MAN OVER YOU. UNCOVERED: SHT. SET # DOWN ON N.T. BUDDY # 30. ZONE ALL EVEN LOOK STUNTS W/O.T.

CENTER - COVERED: 30, BUDDY # WITH ONSIDE O.G. UNDER L, 30U, DBL SINK, BLOCK BACK. UNCOVERED: BLOCK BACK.

OFF G - AGGRESSIVE FAN BLOCK. USE AREA TECH W/O.T.

OFF T - AGGRESSIVE FAN BLOCK. USE AREA TECH W/O.G.

X - DOWNFIELD #1

Z - DOWNFIELD #1.

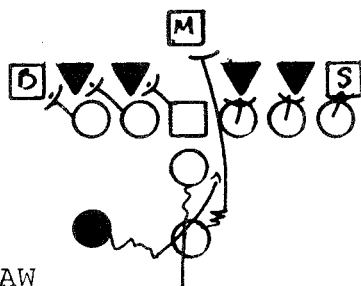
HB - FROM RED/BRN, CHEAT INSIDE AND STRADDLE G-T GAP. AT SNAP SET OVER BEHIND QB AND TAKE BALL, AIM AT OG's BUTT. FROM GREEN, SET UP AT 5 YD DEPTH AND WAIT FOR QB TO BRING YOU THE BALL.

FB - SET, FLASH PASS PRO, LEAD BLOCK ON MAC.

QB - FROM RED/BRN, TAKE THREE STEP DROP AND MESH WITH HB. ALLOW HB ACCESS TO HOLE. FROM GREEN, BRING BALL BACK TO HB.

40

J



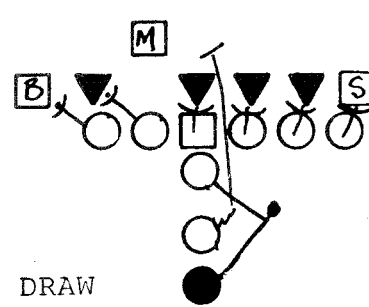
S/S



BR H 40 DRAW

OVER

J



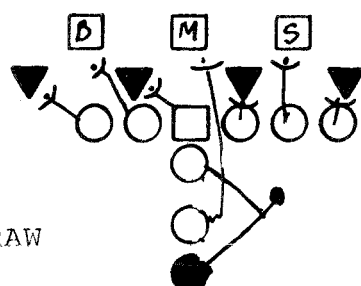
S/S



GR H 40 DRAW

4LS

J



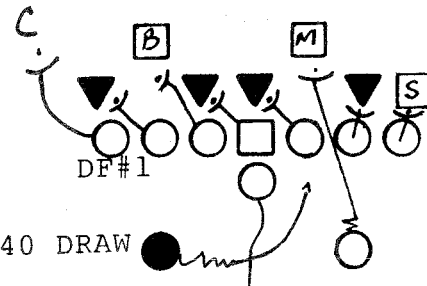
S/S



GR H 40 DRAW

UNDER L

J



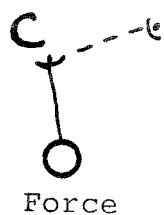
S/S



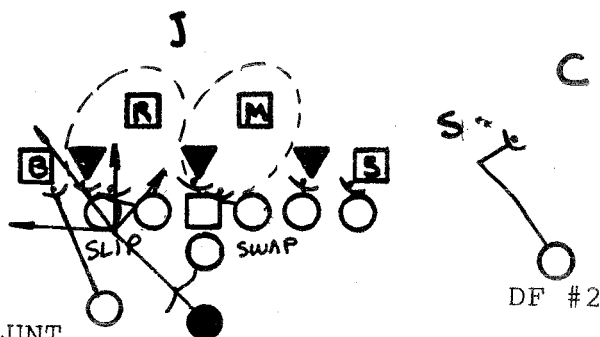
RR H 40 DRAW



30



Force



BROWN RT F 70 BLUNT

PLAY: 60/70 Blunt Weak

CPS: CENTER MUST BE AWARE TAG SITUATIONS.

HB. TAKE PSL @ BUCK TO DETERMINE HIS CHARGE. ALERT TO CUT HIM DOWN IF HE COMES INSIDE.

FB. TAKE PSL @ D.E. TO DETERMINE HIS CHARGE.

Y CUT OFF # POSS: COMBO #

ON T # MAN OVER. V. BUBBLE OVER ONSIDE L.G., SLIP #. (THIS IS A POWER SLIP) POSS: TAG V. 3OU-UNDER L-4LS.

ON G # MAN OVER YOU. V. BUBBLE OVER YOU, SLIP #. (THIS IS A POWER SLIP, CENTER UNCOVERED, SLIP # W/CENTER.

CENTER # MAN OVER YOU. UNCOVERED, SLIP # WITH ONSIDE O.G.-ALERT TAG SITUATIONS - BACKSIDE O.G. UNCOVERED, SWAP #. (PWR. SWAP)

OFF G - # MAN OVER YOU. BUBBLE OVER YOU, SWAP # W/CENTER. V. 4LS-, SWAP # W/OT.

OFF T - # MAN OVER YOU. V. 4LS, SWAP #. POSS: COMBO #.

X # FORCE Alert Slot DF #2 - Release around LBKR

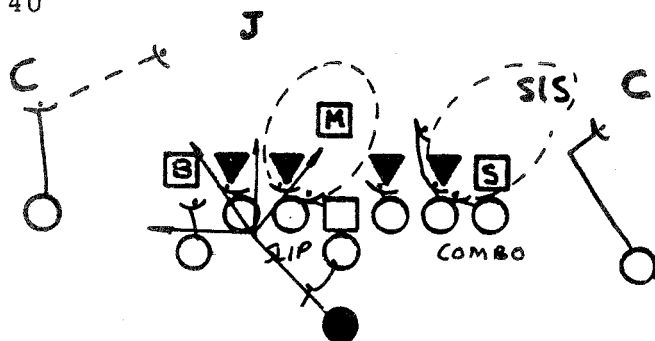
Z DOWNFIELD #2 Alert Slot DF #1/U Drive # Man Over.

HB AIMING POINT IS DOWN THE MIDDLE OF BUCK, WORK HEAD INSIDE. GREEN: BALL CARRIER. AIM AT ONSIDE OTs BUTT-RUN OFF TACKLES #.

FB BALL CARRIER. AIM AT ONSIDE O.T.'s BUTT - RUN OFF TACKLES #. GREEN/BLUE: AIMING POINT IS DOWN THE MIDDLE - THEN WORK HEAD INSIDE.

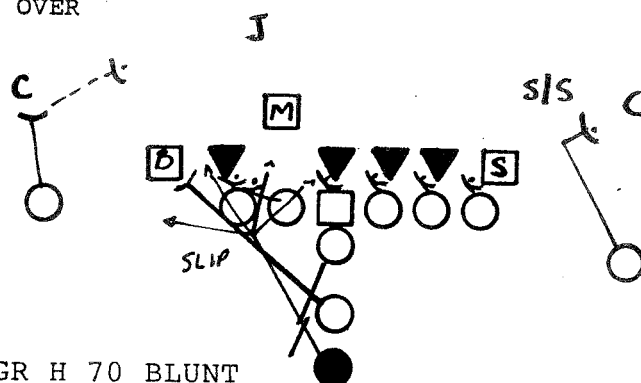
QB REVERSE PIVOT, GIVE BALL TO F.B. - GREEN: OPEN TO BC.

40



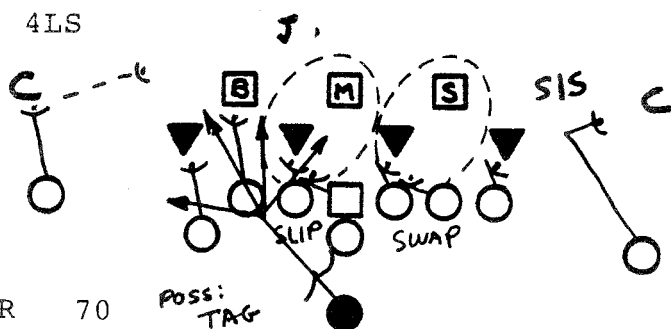
DC R 70 BLUNT

OVER



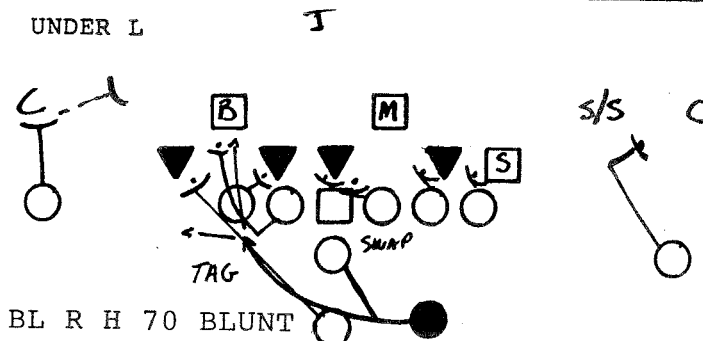
GR H 70 BLUNT

4LS



DC R 70 BLUNT

UNDER L



BL R H 70 BLUNT

# Formation Combination/Alerts

Brown Slot F 70 Blunt

Green H 70 Blunt

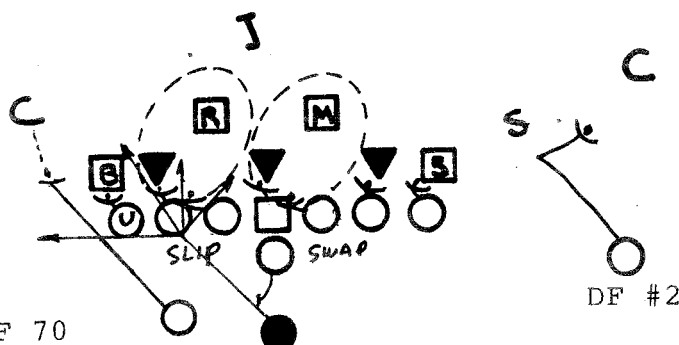
Blue H 70 Blunt

Slot: Z DF #1 X DF #2

FB # OSLBER

FB # OSLBER

30



PLAY: 60/70 Blunt Strong

CPS: Blocking Back and TE  
to the Call must know  
Downfield Block Rules

BROWN RT U F 70  
Blunt

Y BACKSIDE, CUT OFF #. POSS: COMBO #. ONSIDE, STRONG CALL, DRIVE #MAN  
OVER YOU. RELEASE STRONG CALL, STALK FORCE.

ON T SAME AS 60/70 Blunt

ON G SAME AS 60/70 Blunt

CENTER SAME AS 60/70 Blunt

OFF G - SAME AS 60/70 Blunt

OFF T - SAME AS 60/70 Blunt

X PLAYSIDE TIGHT, REACH # MAN OVER YOU. BACKSIDE, DOWNFIELD  
#2. BACKSIDE TIGHT, CUT OFF #.

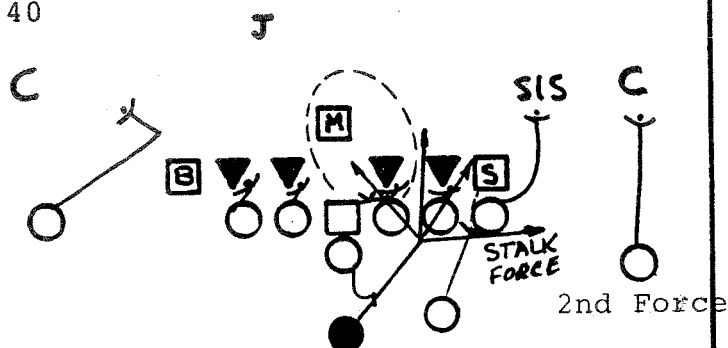
Z PLAYSIDE, 2nd Force  
BACKSIDE, DOWNFIELD #2

HB BLK BUCK. "U" FORMATION BLK DF #1. RELEASE CALL (WEAK) BLK BUCK.  
PLAY STRONG SIDE. BLK FORCE. RELEASE (STRONG) CALL, BLK STUB.

FB BALL CARRIER. SAME AS 60/70 Blunt

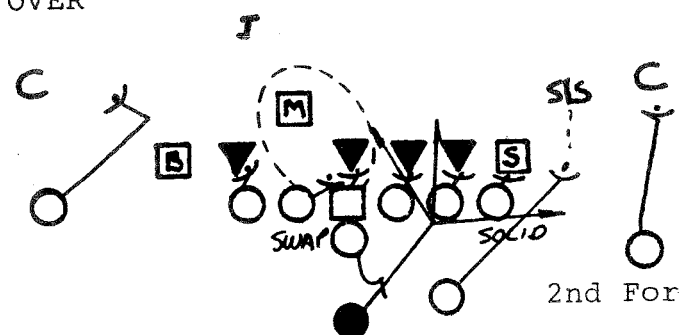
QB SAME AS 60/70 Blunt

40



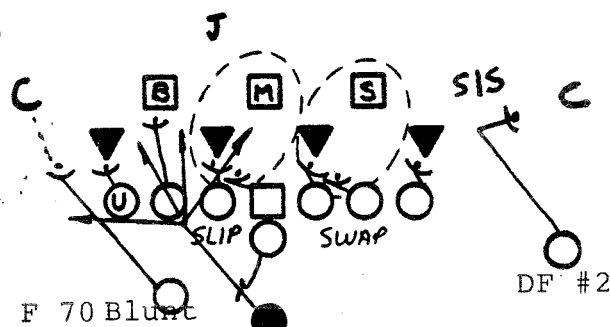
BL R F 60 Blunt Rel.

OVER



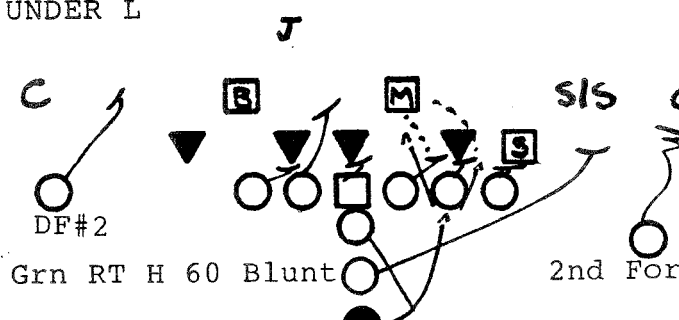
BL R F 60 BLUNT

4LS



Brn RT U F 70 Blunt

UNDER L



Grn RT H 60 Blunt

# Formation Combination/Alerts

Flank 60 Blunt

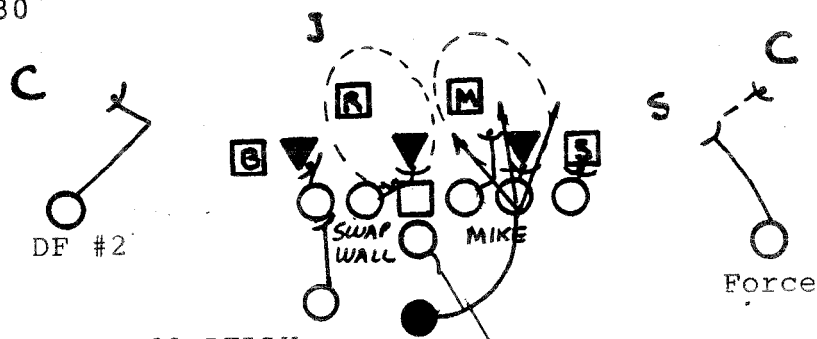
FB # Force

Trey 60 Blunt

FB # Force

Z # 2nd Force

Flex 60 Blunt



PLAY: 60/70 FELY  
CPS: USE SLIP/WALL;  
SWAP/WALL AND MIKE TECHS  
WELL.  
FB. TAKE PSL @ D.E. TO  
DETERMINE HIS CHARGE. RUN  
OFF OF O.T.'S BLOCK.

BROWN RT F 60 BELLY

Y INSIDE DRIVE #. POSS: TAKE #.

ON T # MAN OVER YOU. V. BUBBLE OVER O.G., MIKE # (IF D.E. GOES  
INSIDE -DBL. TM HIM). POSS: TAKE #

ON F INSIDE DBL. TM HIM). POSS: TAKE #  
# MAN OVER YOU.V. BUBBLE OVER YOU, MIKE # (IF D.E. COMES  
ON G INSIDE - DBL.TM HIM). V.40,4LS, SLIP # W/CENTER.

CENTER # MAN OVER YOU. UNCOVERED, SLIP # W/ONSIDE O.G. (SLIP-WALL TECH.) BACKSIDE O.G. UNCOVERED, SWAP #. SWAP-WALL TECH

OFF G - # MAN OVER YOU. (BIG BLOCK). V. BUBBLE OVER YOU, SWAP. # W/CENTER (SWAP-WALL TECH.)

OFF T - # MAN OVER YOU. BOG BLOCK WHEN BACKSIDE L.G. HAS BUBBLE OVER HIM  
WALL WITH HB FROM BROWN SET.

X DOWNFIELD #2. TIGHT INSIDE DRIVE # MAN OVER.

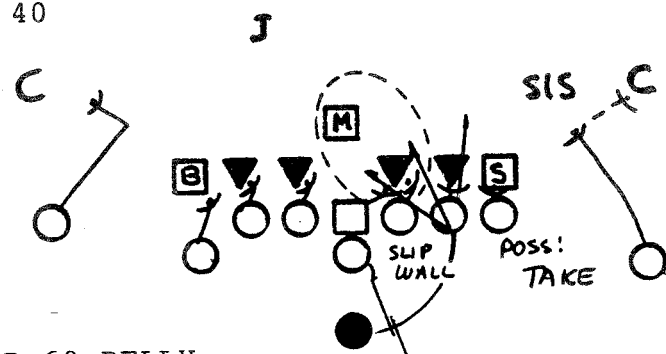
Z BLOCK FORCE                      U BLOCK X TIGHT RULE

HB BROWN FORM: WALL W/OT. DEUCE CUT OFF #3.

FB BALL CARRIER. OPEN, CROSS-OVER, ROLL TO HOLE.  
ALERT BREAK-BACK. AIMING POINT IS BUTT OF OT.

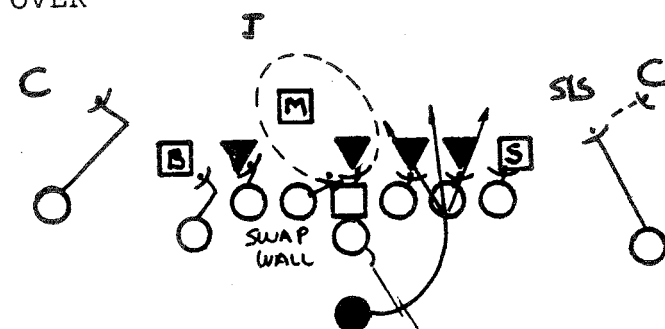
QB OPEN OUT. - GIVE BALL TO F.B.

40



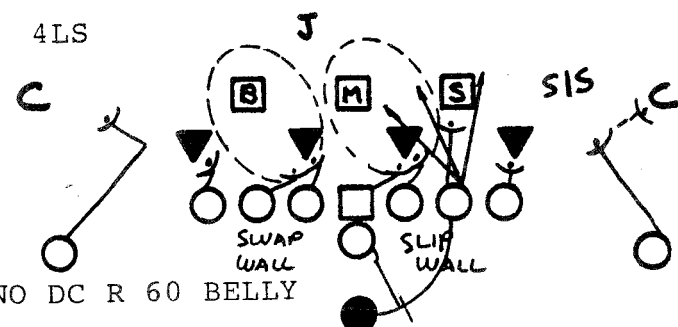
DC R 60 BELLY

OVER



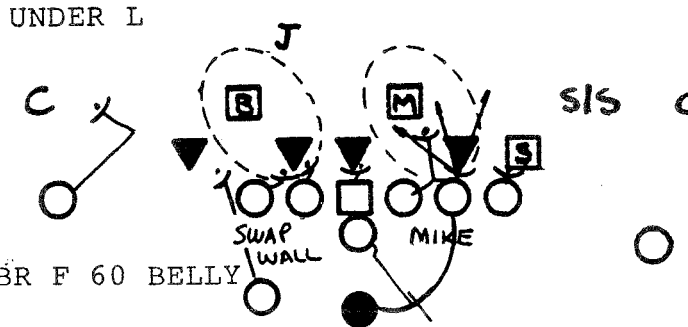
DC R 60 BELLY

4LS



RINO DC R 60 BELLY

UNDER L



BR F 60 BELLY

# Formation Combinations/Alerts

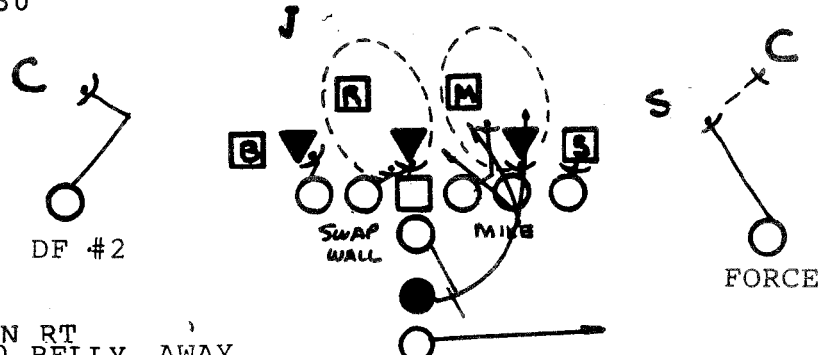
Brown U/TGT F 60 Belly

X TGT/U Inside Drive # Man Over  
HB Alert Fake Away from Hole.

Flex X Opp 60 Belly

FB Force #

30



PLAY: 60/70 BELLY AWAY

CP's = Use Slip/Wall;  
Swap/Wall and Mike Techs  
Well.

FB-Take PSL @ D.E. to  
determine his charge. Run  
off OT's Block  
HB-Make Great Fake.

GREEN RT  
F 60 BELLY AWAY

Y - Block Like 60/70 BELLY

ON T - Block Like 60/70 BELLY

ON G - Block Like 60/70 BELLY

CENTER - Block Like 60/70 BELLY

OFF G - Block Like 60/70 BELLY

OFF T - Block Like 60/70 BELLY

X - Block Like 60/70 BELLY  
X Tight/U - Cutoff

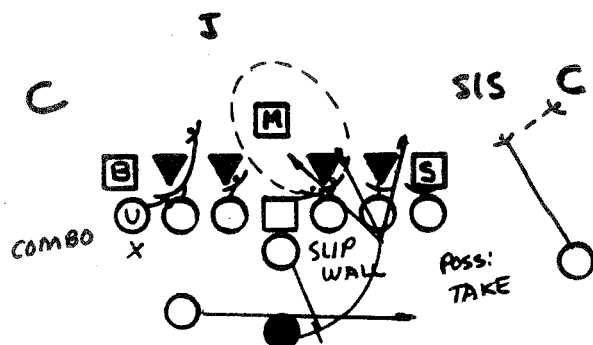
Z - Block Like 60/70 BELLY

HB - U/X TIGHT BROWN FORMATION, FAKE 80/90F. GREEN FORMATION FAKE  
80/90 TOSS

FB - Ball Carrier. Open, Cross-Over, Roll to Hole.  
Alert Break-Back. Aiming point is Butt of the OT.

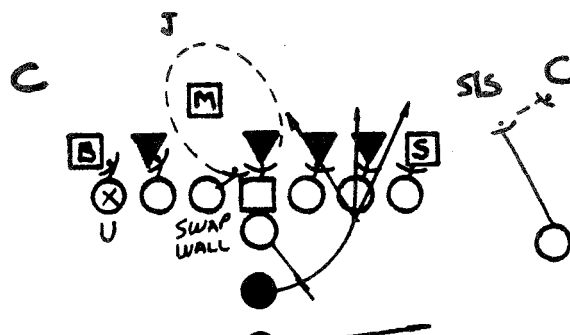
QB Open Out - Give ball to F.B. as deep in backfield as possible.

40



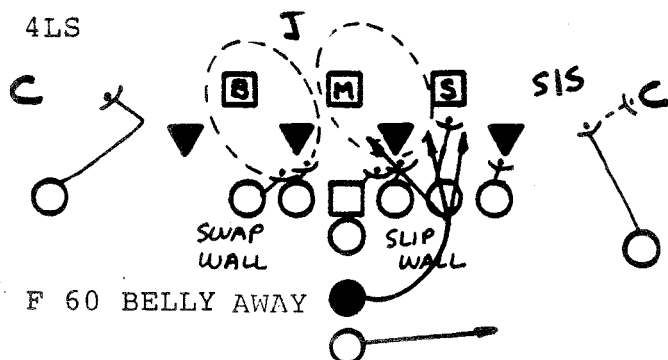
U/X TGT BR F 60 BELLY AWAY

OVER



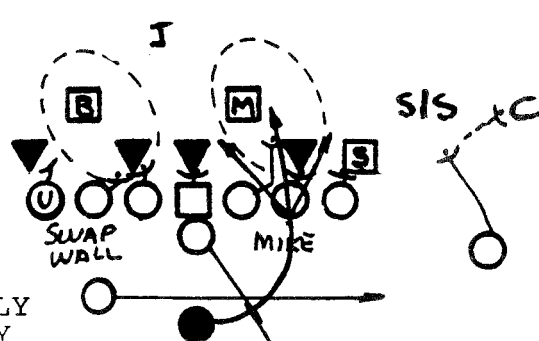
U/X TGT GR F 60 BELLY AWAY

4LS

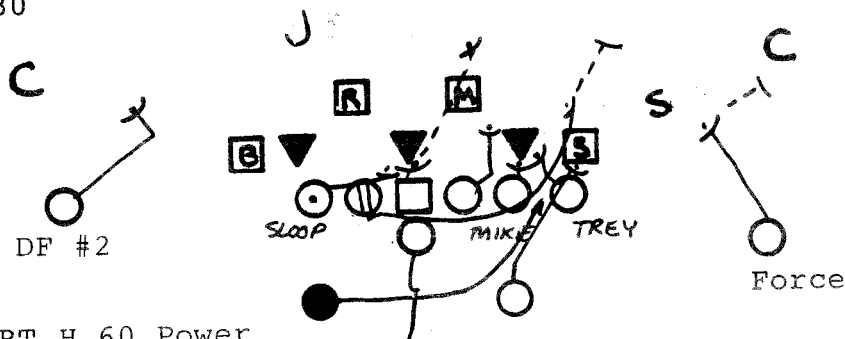


GR F 60 BELLY AWAY

UNDER L



BRN RT U  
F 60 BELLY  
AWAY



RED RT H 60 Power

CPs:

HB - Take PSL at Stub  
for possible action.

FB - Take Short Step  
Forward to Improve  
Angle or Approach  
to Stub. Alert to  
Log him, if he steps  
Down with Y.

Y - TREY #. 4LS, # DOWN - IF DE CROSSES YOUR FACE # HIM, IF DE  
WORKS OUTSIDE # STUB

ON T - TREY #. 4LS, DEUCE #

ON G - UNCOVERED, MIKE #. COVERED # MAN. 4LS, DEUCE #.

CENTER - COVERED, # MAN. UNCOVERED, # BACK. 4LS, # BACK, POSSIBLE "COW" CALF

OFF G - O PULL.

OFF T - PULLING O.G. UNCOVERED, SLOOP #. 40 DEF, SIFT # (U FORMATION CUT OFF #). 4LS DEF, PULL FOR BUCK-POSSIBLE COW CALL.

X DOWNFIELD BLOCK 2. TIGHT, PULLING O.G. UNCOVERED, PULL FILL.  
40 DEF. CUT OFF # - POSSIBLE COMBO #. 4LS, CUT OFF #.

## 2 BLOCK FORCE

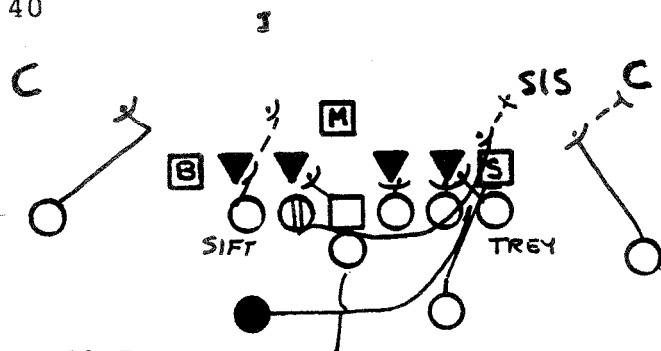
U- BLOCK X TIGHT RULE.

HB BALL CARRIER - READ FB's BLOCK ON StUB. STAY ON BACKSIDE HIP  
OF PULLING GUARD.

FB BLOCK STUB - STUB AREA

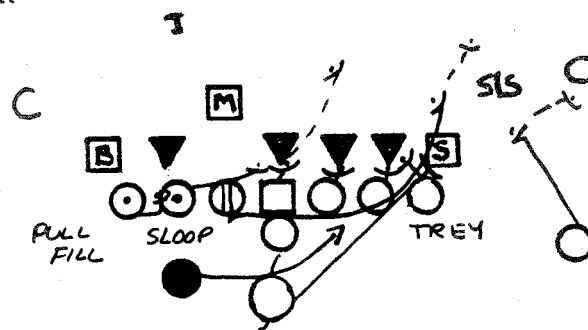
OB OPEN TO HB - HAND OFF.

40



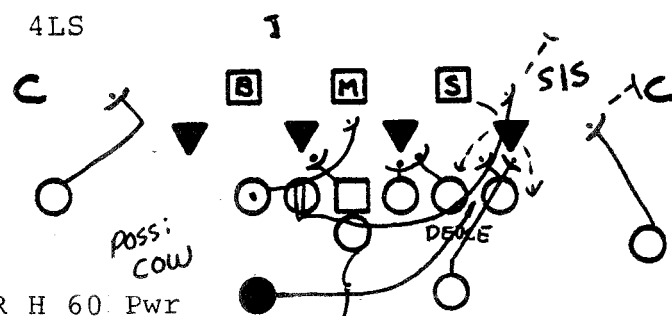
RR H 60 Pwr

OVER



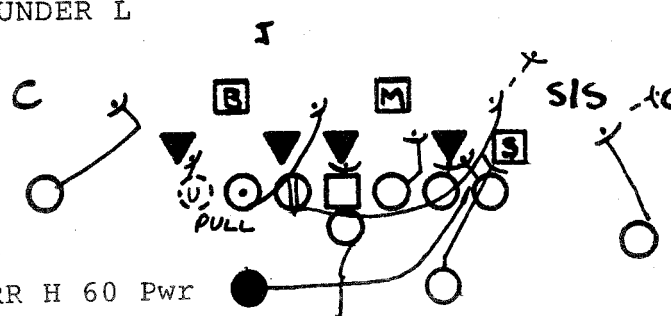
U/X TGT BR H 60 Pwr

4LS



RR H 60 Pwr

UNDER L



RR H 60 Pwr



# Formation Combination/Alerts

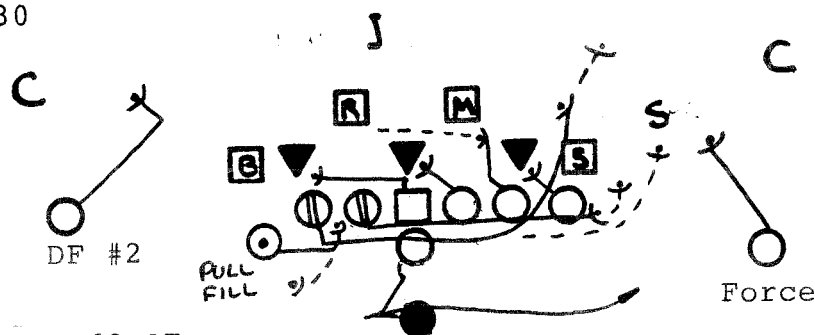
Red Slot H 60 Power

Trey RT Opp 60 Pwr

Slot: Z DF #1 X DF #2

Motion Man # Stub/Stub Area

30



DEUCE RT 60 OT

PLAY: 60/70 OT

CP's:

ONSIDE O.TACKLE TECH.

CRITICAL FOR PLAY. ALERT  
FOR MAC LBKR RUN THRU.

GAP PLAY

1 BACK BC ALIGN 6-7 YDS  
DEEP/SLOW DOWN FOR OT

Y - KING #, IF D.E. DISAPPEARS, # ANYTHING THAT CROSSES YOUR FACE.  
ALERT GAP CALL, MEANS ONSIDE O.G. IS COVERED, # DOWN.

VS 30 30U, UNDER: STEP TO INSIDE GAP (# DE IF HE CROSSES FACE) LOOK  
ON T FOR BACKSIDE LBKR. VS 40,4LS: # DOWN (AREA # T/MAC STUNT).

CENTER COVERED, # DOWN ON N. TACKLE. CENTER UNCOVERED, # MAC  
ON G AREA # T/MAC STUNT.

CENTER - # BACK. IF COVERED, STIFF N. TACKLE - IF POSSIBLE.

OFF G - PULL, # END MAN ON L.O.S. WORK FOR KICK-OUT-READY TO LOG

OFF T - PULL LEAD (RESPONSIBLE FOR READ STUB AREA PULLING O.G.)

X DOWNFIELD #2. TIGHT, PULL FILL C.P. 30/40 Front

Z BLOCK FORCE

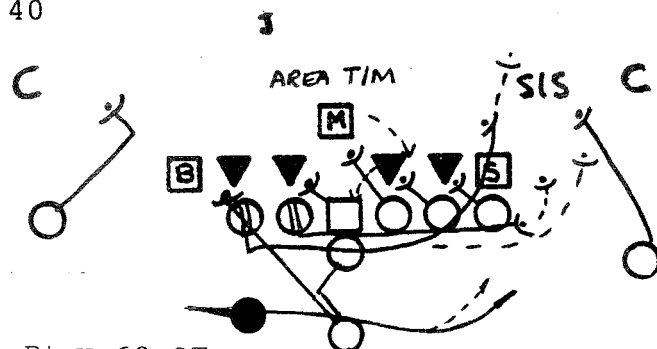
U X TIGHT RULE

H PULL FILL CUT BS DE (DEUCE) BALL CARRIER (BROWN) CROSS OVER  
AWAY FROM CALL PLANT ON 2ND STEP, REVERSE, RUN OFF PULLING TACKLE'S BLOCK

FB BALL CARRIER. CROSS OVER, AWAY FROM CALL, PLANT ON 2ND STEP,  
REVERSE. RUN OFF PULLING TACKLE'S BLOCK. (DEUCE) BLOCKER - FILL OF  
TAIL OF PULLING TACKLE

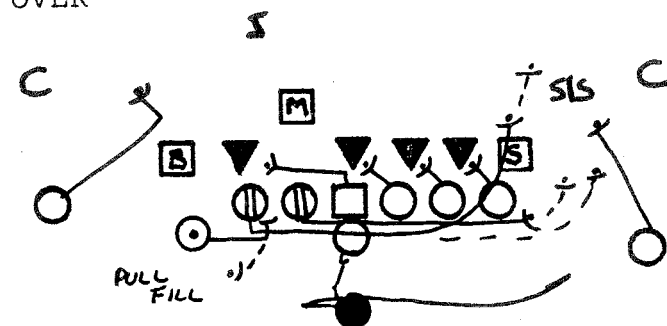
QB OPEN TO FB - MAKE HAND OFF TO BALL CARRIER.

40



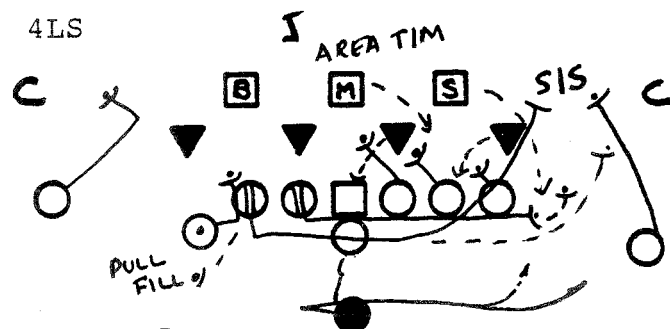
Brn Rt H 60 OT

OVER



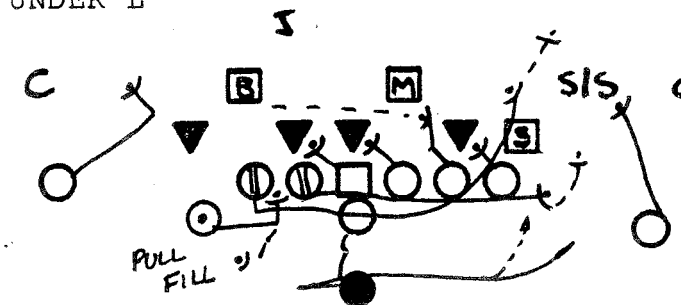
DC R 60 OT

4LS



DC R 60 OT

UNDER L



DC R 60 OT

Formation Combination/Alerts

Green Slot H 60 OT

Slot: Z DF #1 X DF #2  
FB Fill of Tail of OT

Blue U /TGT Slot 60 OT

X TGT/U Pull Fill C.P. 30/40 Front  
FB # DF #1

Solo 60/70 OT Weak

Slot: Z DF #1 X DF #2

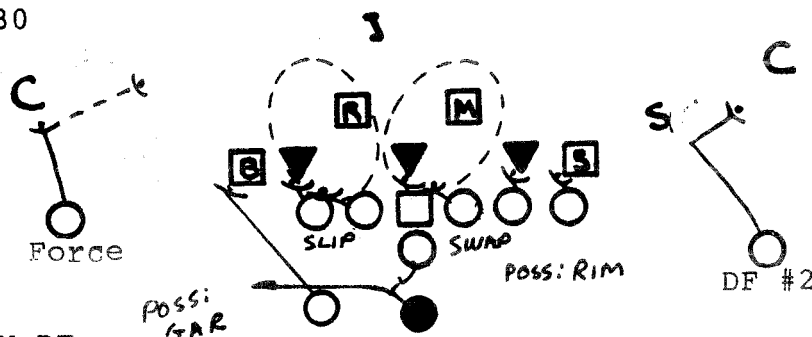
Flex X Opp Short 60 OT

FB Force, #

Red U/TGT Slot 60 OT

X TGT/U Pull Fill C.P. 30/40 Front  
FB # DF #1

30



PLAY: 80/90 SLANT

CP'S = "U" Formation-HB#'s Force. Release call "U" or "X" tight HB #'s Outside L FB. FIRST STEP IS SHORT STEP WITH ONSIDE FOOT, FORWARD TO MESH WITH QB. LEV OFF ON SECOND STEP.

BROWN RT  
F 90 SLANT

Y BACKSIDE, CUT OFF #. POSS: COMBO #. ONSIDE, REACH BLOCK. RELEASE CALL - STALK FORCE

# MAN OVER. V.BUBBLE OVER ONSIDE OG., SLIP # OR GAR. #.  
ON T V. UNDER L. - 3OU-4LS, POSSIBLE TAG #

# MAN OVER YOU. V.BUBBLE OVER YOU, SLIP # OR GAR #  
ON G W/ONSIDE OT. CENTER UNCOVERED, SLIP # W/CENTER. POSS: TAG #.

CENTER # MAN OVER YOU. UNCOVERED, SLIP # W/ONSIDE OG. (POSS: PULL).  
BUBBLE OVER BACKSIDE OG, SWAP # OR RIM #

# MAN OVER YOU. BUBBLE OVER YOU, SWAP # OR RIM # W/CENTER.  
OFF G - V. 3OU - UNDER L - 4LS, SWAP # W/BACKSIDE OT.

OFF T - # MAN OVER YOU. POSS: SIFT # OR COMBO #. V. 4LS, SWAP #.

X # FORCE (PLAYSIDE). TIGHT, REACH # MAN OVER YOU. RELEASE CALL, STALK DF #1.

Z DOWNFIELD #2 (BACKSIDE)  
2ND FORCE (PLAYSIDE)

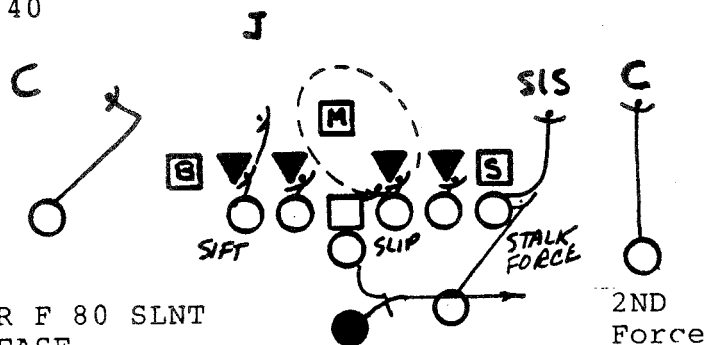
BLOCK X TIGHT RULE.

HB BLOCK END MAN ON L.O.S. - "U" # DF #1 RELEASE CALL WEAK  
OR STRONG, BLK OUTSIDE LB'ER. # FORCE VS STRONG CALL/U.

FB BALL CARRIER. STEP UP MESH W/OB, SPRINT TO GET OUTSIDE OF  
DEFENSE. STRETCH AS FAR AS YOU CAN.

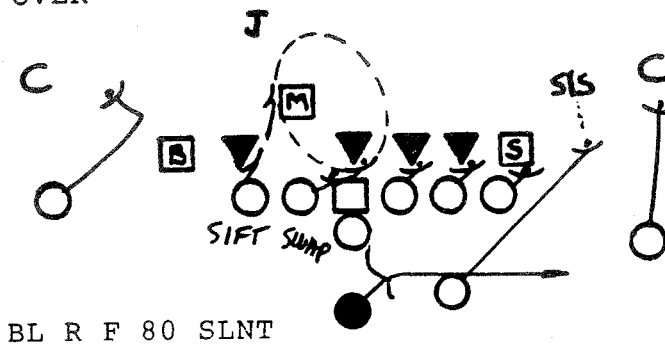
QB REVERSE PIVOT - GIVE BALL TO FB.

40



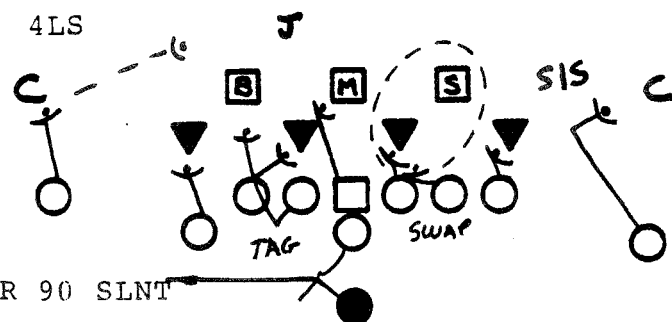
BL R F 80 SLNT  
RELEASE

OVER



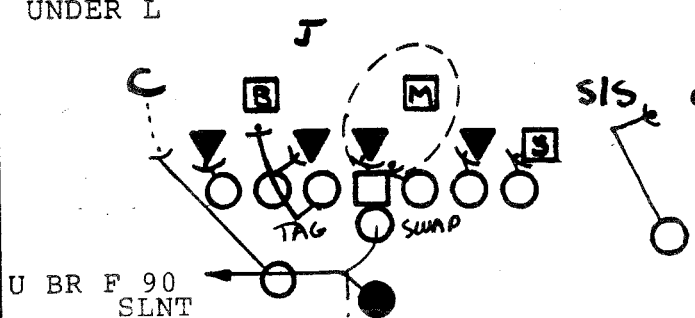
BL R F 80 SLNT

4LS



DC R 90 SLNT

UNDER L



U BR F 90 SLNT

# Formation Comination/Alerts

Brown Slot F 90 Slant

Solo 90 Slant

Green H 80 Slant

Green H 80 Slnt Rel.

Flank 80 Slant

Trey 80 Slant

Flex 80 Slant

11 811

Slot: Z DF #1 X DF #2

Slot: Z DF #1 X DF #2

FB: Force Z 2nd Force

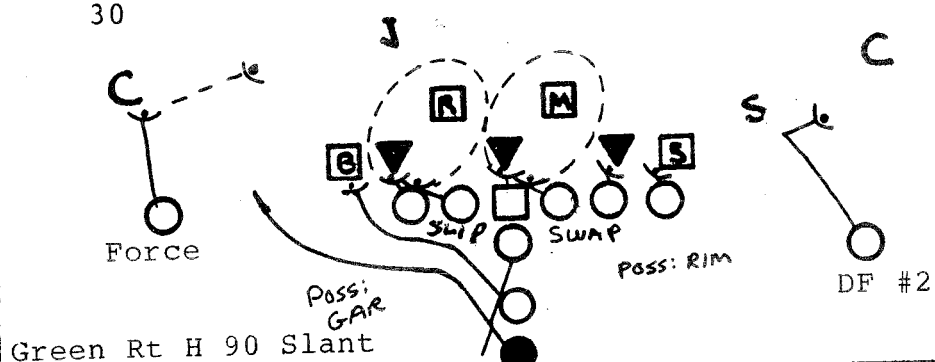
FB # Stub, Y Release # Force, Z # 2nd Forc

FB # Force

FB # Force Z # 2nd Force

FB # Force

30



PLAY: 90/80 Slant Weak

CP's = FB, on first two steps, show the Defense the Blunt Play then bounce outside and block EMLOS, or "U" Block DF #1.  
 HB, on first three steps, show Defense the Blunt play then bounce outside. Aler for possible cutback.

Y - BLOCK 80/90 Slant RULES

ON T - BLOCK 80/90 Slant RULES

ON G - BLOCK 80/90 Slant RULES

CENTER - BLOCK 80/90 Slant RULES

OFF G - BLOCK 80/90 Slant RULES

OFF T - BLOCK 80/90 Slant RULES

X - BLOCK FORCE. TIGHT # SOLID RULES. RELEASE CALL # DF #1.

Z - BLOCK DF #2.

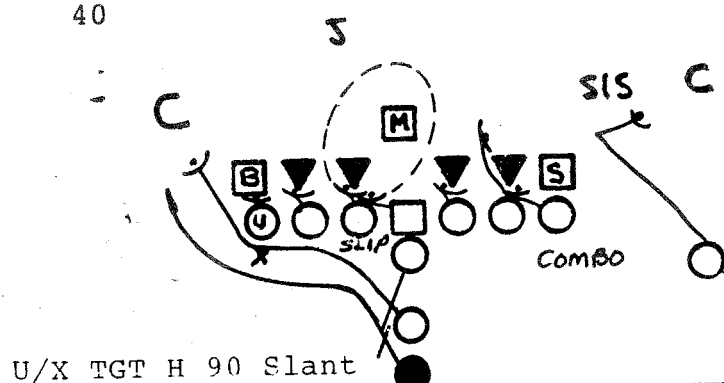
U Block X Tight Rules

HB - BALL CARRIER. APPROACH L.O.S., THINK BOUNCE OUTSIDE OFF END MAN ON L.O.S. AIM @ INSIDE LEG OF OT.

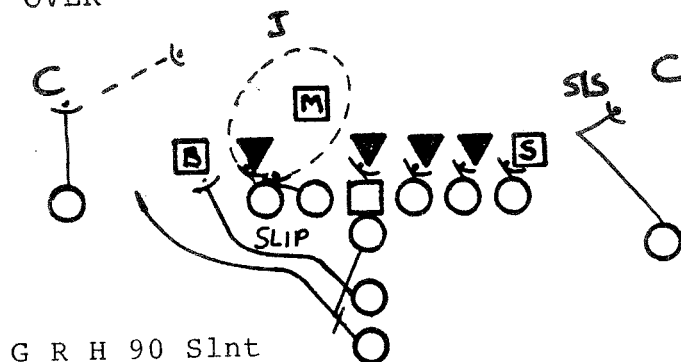
FB - BLOCK END MAN ON L.O.S. WITH "U" BLOCK DF #1 - "U" RELEASE CALL, BLOCK OUTSIDE LB'ER AIM @ INSIDE LEG OF OT.

QB - OPEN TO BC. GET BC THE BALL AS DEEP AS POSSIBLE.

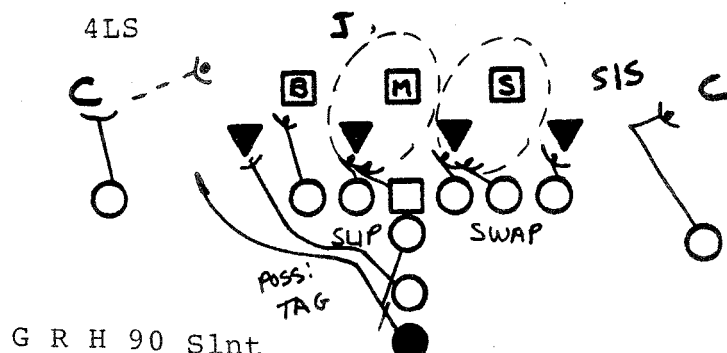
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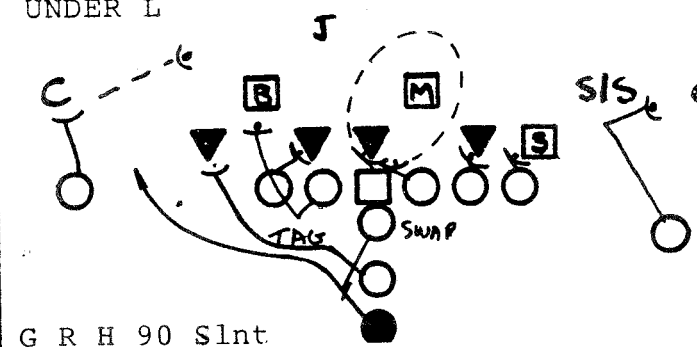
OVER



4LS



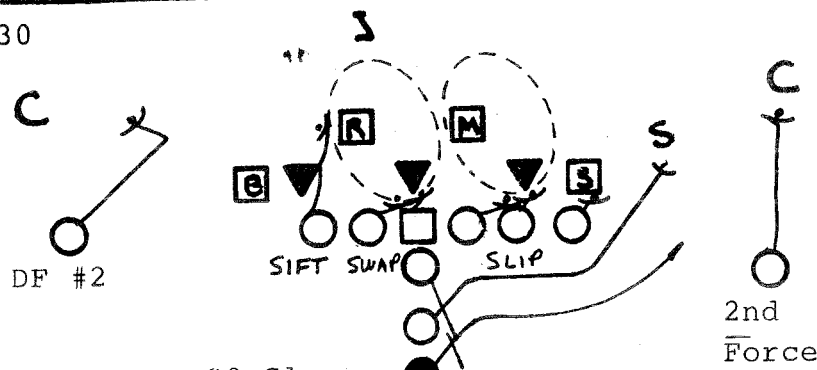
UNDER L



G R H 90 Slnt.

G R H 90 Slnt

30



PLAY: 90/80 Slant Strong  
CP's = Block it like F80/90 Slant.

FB - On First two steps, show Def. the lead play, then bounce outside and Block Force.

HB - On first steps, show Def. the lead play, then bounce outside. Alert for possible cutback.

Green RT H 80 Slant

Y - Reach # Man On. Alert Release Call # Force.

ON T - Block 80/90 Slant Rule.

ON G - Block 80/90 Slant Rule.

CENTER - Block 80/90 Slant Rule.

OFF G - Block 80/90 Slant Rule.

OFF T - Block 80/90 Slant Rule.

X -Block DF #2 "X" Tight or "U" cut off 3.

Z -Block 2nd Force.

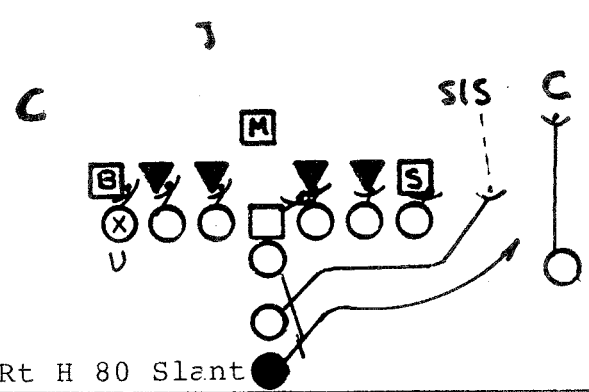
U Block X Tight Rules

HB- Approach LOS, think bounce outside. Aim at inside Leg of OT.

FB- Approach LOS. Aim at inside leg of OT. Bounce outside and block force.

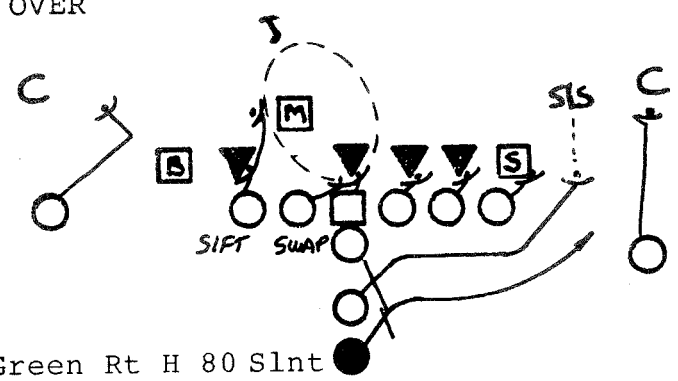
QB- Open to BC. Get him the ball as deep as possible.

40



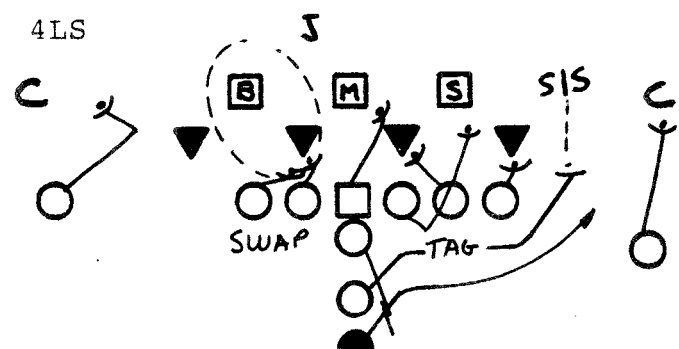
Green Rt H 80 Slant

OVER

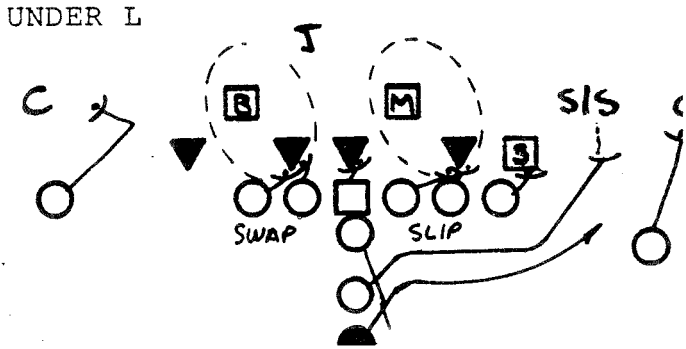


Green Rt H 80 Slnt

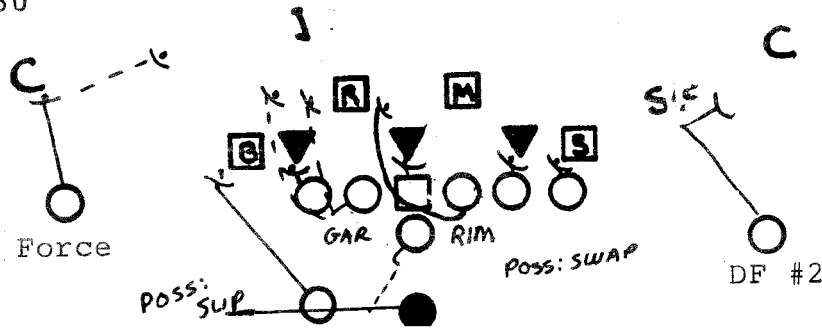
4LS



UNDER L



30



PLAY: 80/90 Toss Weak

CP'S =

HB - MUST NOT ALLOW PENE-  
TRATION BY LBER OR DB.  
Vs. Slant Team Slip/Swap  
Vs. Flex Pull CTR

Brown Rt F 90 Toss

Y BACKSIDE, CUT OFF #. POSS: COMBO #

ON T # MAN OVER. V. BUBBLE OVER ONSIDE O.G., GAR # OR SLIP #.  
V. UNDER L - 30U - 4LS, POSSIBLE TAG #.

ON G # MAN OVER YOU. V. BUBBLE OVER YOU, GAR # OR SLIP # W/OT.  
CENTER UNCOVERED, SLIP # W/CENTER. (CENTER MAY PULL). POSS: TAG #.

CENTER # MAN OVER YOU. Uncovered, slip # w /ONSIDE OG. (POSS: PULL).  
BUBBLE OVER BACKSIDE OG, RIM # OR SWAP #. ALERT - TAG CALL.

OFF G - # MAN OVER YOU. V. BUBBLE OVER YOU, RIM # OR SWAP # W/CENTER.  
V. 30Ø - 4LS -, SWAP # W/OT.

OFF T - # MAN OVER YOU. POSS: COMBO #. V. 30Ø - 4LS, SWAP # W/OG

X # FORCE. TIGHT, REACH # MAN OVER YOU.

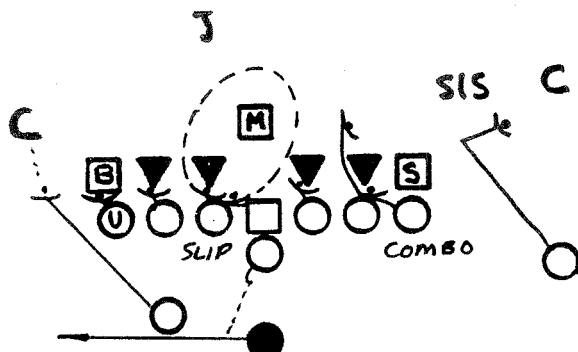
Z DOWNFIELD #2. U Block X Tight Rule

HB BLOCK END MAN ON L.O.S. - X TIGHT OR U FORMATION,  
BLOCK DF #1.

FB RELEASE ON TOSS ROUTE, STRETCH DEFENSE, TRY TO GET OUTSIDE.  
MIGHT STICK IT BACK INSIDE.

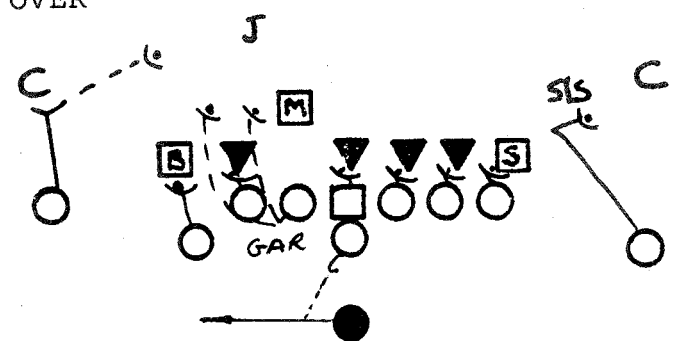
QB OPEN OUT, PITCH BALL TO FB .

40



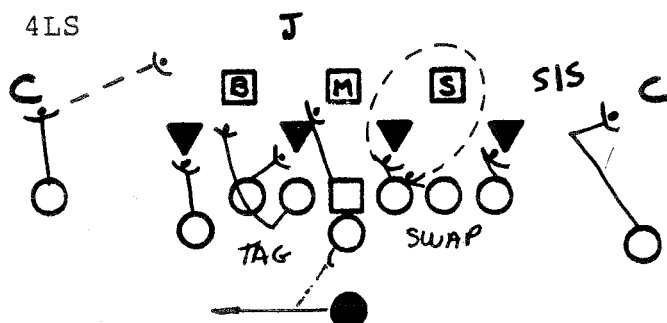
U BR F 90 Toss

OVER

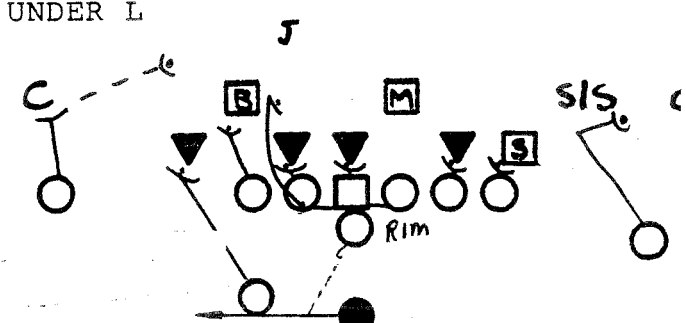


DC R 90 Toss

4LS



UNDER L

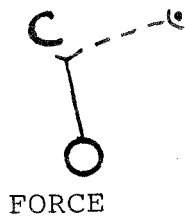




Formation Combination/Alerts

Brown Slot F 90 Toss	Slot: Z DF #1 X DF #2
Solo 90 Toss	Slot: Z DF #1 X DF #2

30



GREEN RT H 90 TOSS

PLAY: 80/90 Toss Weak

CP'S = BLOCK 80/90 TOSS RU

FB MUST NOT ALLOW PENE-  
BY "B" OR CORNER.  
HB PAUSE TO GAIN  
SEPARATION FROM FB.

Y

CUT OFF #

ON T BLOCK 80/90 Toss RULE

ON G BLOCK 80/90 Toss RULE

CENTER BLOCK 80/90 Toss RULE

OFF G - BLOCK 80/90 Toss RULE

OFF T - BLOCK 80/90 Toss RULE

X FORCE #. TIGHT PEACH #.

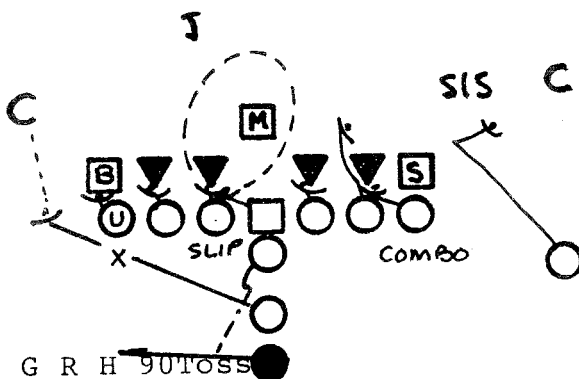
Z U BLOCK X TIGHT RULE.

HB Pause -Start down hill, KEY BLOCK ON "B".

FB BLOCK "B" IN REGULAR CALL, # DF#1 VS TIGHT/U. CANNOT ALLOW  
PENETRATION.

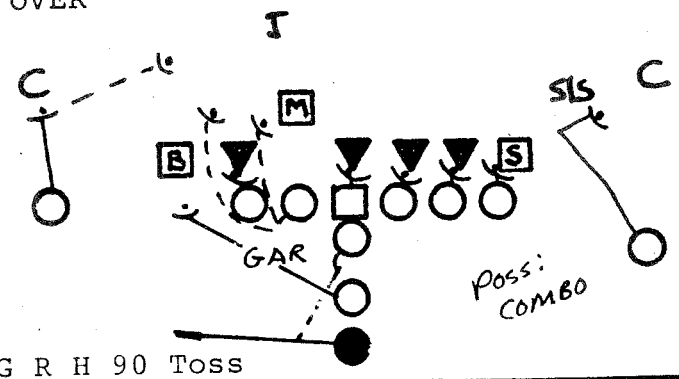
QB OPEN OUT TOSS BALL TO HB.

40



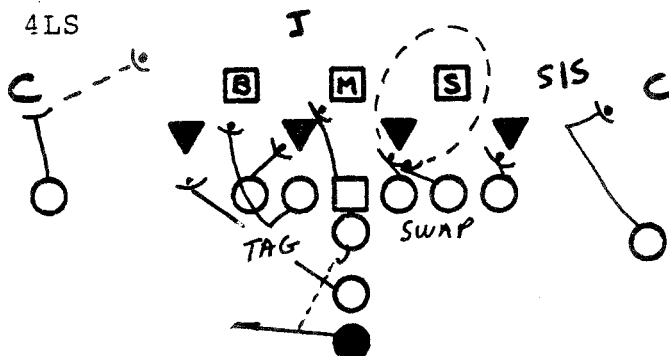
U/X TGT G R H 90 TOSS

OVER



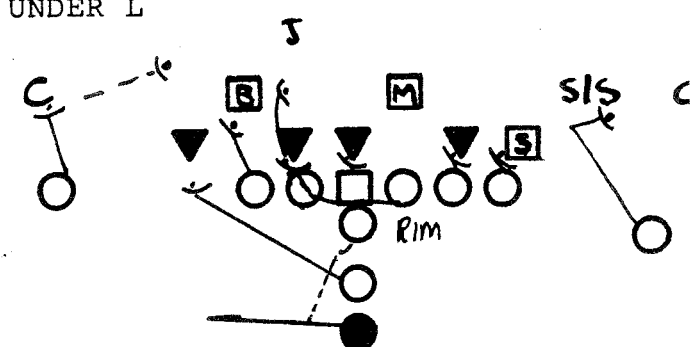
G R H 90 Toss

4LS



G R H 90 Toss

UNDER L



G R H 90 Toss

Formation Combination/Alerts

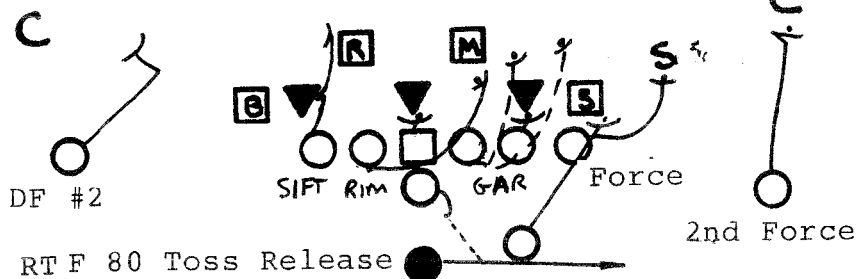
Green Slot      H 90 Toss

Slot:   Z DF #1   X DF #2

Green Pair      H 90 Toss

Z # OSLBKR FB # Force   X # 2nd Force

30



PLAY: 80/90 Toss Strong  
(REL.STRONG)  
CPS = RELEASE STRONG RULES  
APPLY WHEN CALLED.

HB ALERT BUSTER FORCE  
BC ALERT BUSTER FORCE

Y # MAN OVER YOU. POSS: TAKE #, RELEASE STRONG, STALK #. FORCE

# MAN OVER YOU. POSS: TAKE #. V. BUBBLE OVER ONSIDE O.G.,  
ON T GAR # OR SLIP #. 30Ø - 4LS - TAR #. POSS: TAG #.

# MAN OVER YOU. CENTER UNCOVERED, SLIP # W/CENTER (CENTER MAY PULL)  
ON G V.BUBBLE OVER YOU, GAR # OR SLIP #.

CENTER # MAN OVER YOU. UNCOVERED, SLIP # W/ONSIDE OG. (POSS:PULL)  
BUBBLE OVER BACKSIDE O.G., RIM # OR SWAP #.

# MAN OVER YOU. V.BUBBLE OVER YOU, RIM # OR SWAP # W/CENTER.  
OFF G - 3OU - UNDER L - 4LS, SWAP # W/BACKSIDE OT.

# MAN OVER YOU. SIFT #. V.3OU - UDER L - 4LS, SWAP #  
OFF T - W/BACKSIDE O.G.

X DOWNFIELD #2. TIGHT, CUT OFF #

Z 2ND FORCE

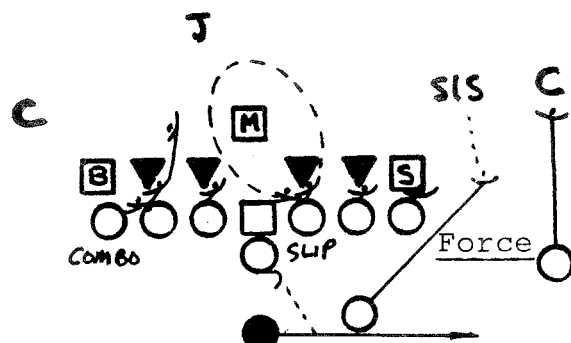
U BLOCK X TIGHT RULE

HB BLOCK FORCE RELEASE CALL BLK STUB OR EMOLOS.

FB BALL CARRIER. LEAD, CROSS-OVER. SPRINT TO GET OUTSIDE OF  
DEFENSE. STRETCH AS FAR AS YOU CAN

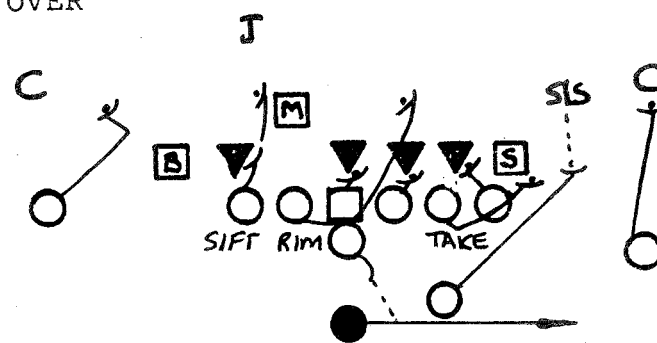
QB OPEN OUT - TOSS BALL TO F.B.

40



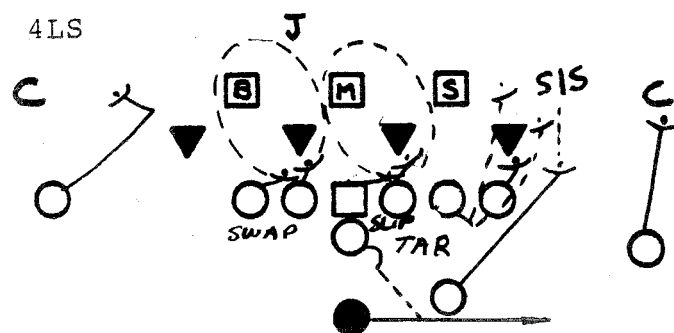
U/X TGT BL R F 80 Toss

OVER



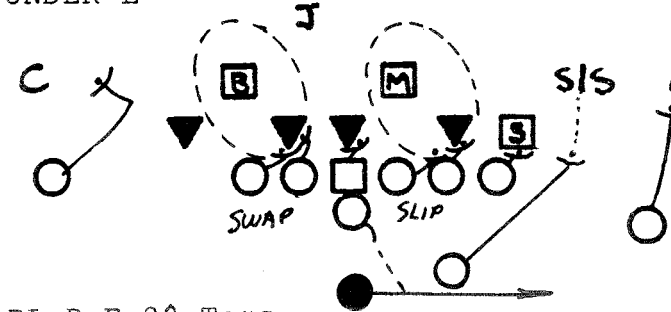
BL R F 80 Toss

4LS



BL R F 80 Toss

UNDER L

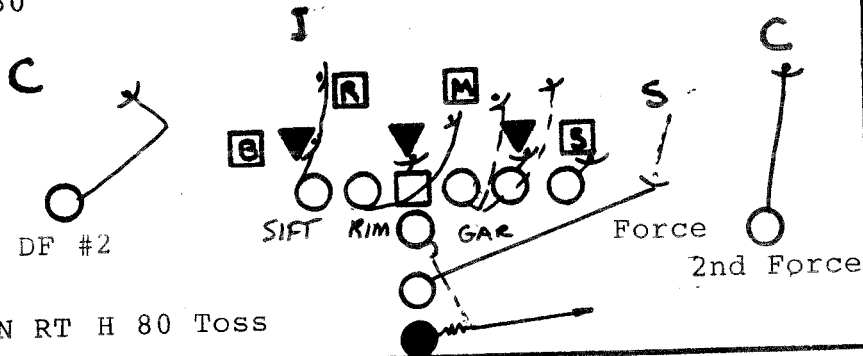


BL R F 80 Toss

Formation Combination/Alerts

Flank	80 Toss	FB # Force
Trey	80 Toss	FB # Force Z # 2nd Force
Flex	80 Toss	FB # Force

30



PLAY: 80/90 Toss Strong  
 CP'S: FB, Alert for Buster or Cleo Force  
 HB: Pause to gain separation from the FB.

Y - # MAN OVER. POSS: Take #.

# MAN OVER. POSS: TAKE #. V. BUBBLE OVER ON G: GAR # OR SLIP #  
 ON T - 4LS: TAR #

# MAN OVER, SLIP # W/CENTER V EVEN. BUBBLE OVER YOU: GAR #  
 ON G OR SLIP #.

CENTER SLIP # W/ON G V. EVEN (POSS: PULL). OFF G UNCOVERED: RIM # OR SWAP #. V. UNDER: # MAN OVER.

# MAN OVER. UNDER L AND 4LS: SWAP # W/OFF T.  
 OFF G - UNCOVERED: RIM # OR SWAP #

OFF T - SIFT #. V. UNDER OR 4LS: SWAP # W/OFF G. POSS: COMBO#(U FORMATIC

X - DOWNFIELD #2 TIGHT, CUTOFF #

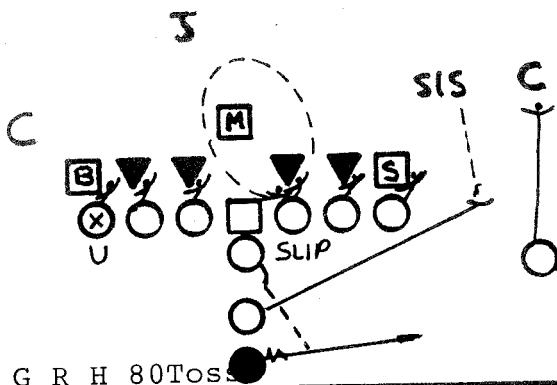
Z - #2ND FORCE U Block X Tight Rule

HB - Pause - start down hill - READ "Y's" BLOCK

FB - RELEASE QUICKLY, BLOCK FORCE.

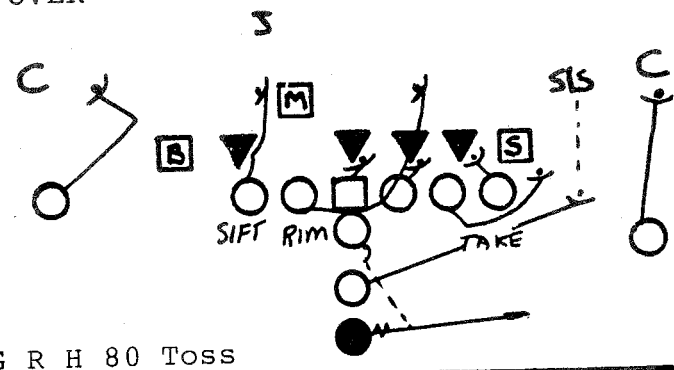
QB - FRONT OUT TOSS BALL TO B.C.

40



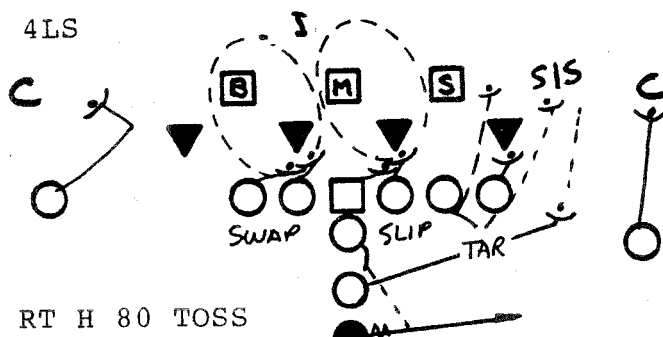
U/X TGT G R H 80Toss

OVER



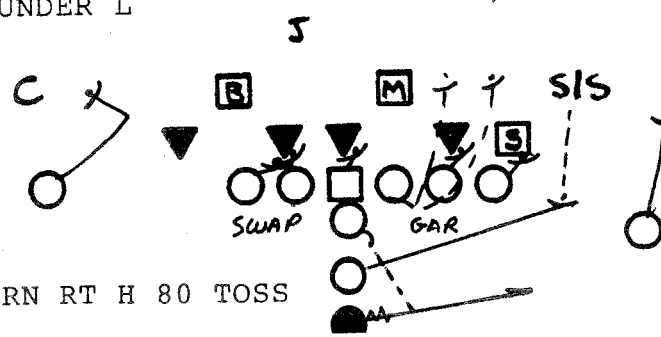
G R H 80 Toss

4LS



GRN RT H 80 TOSS

UNDER L



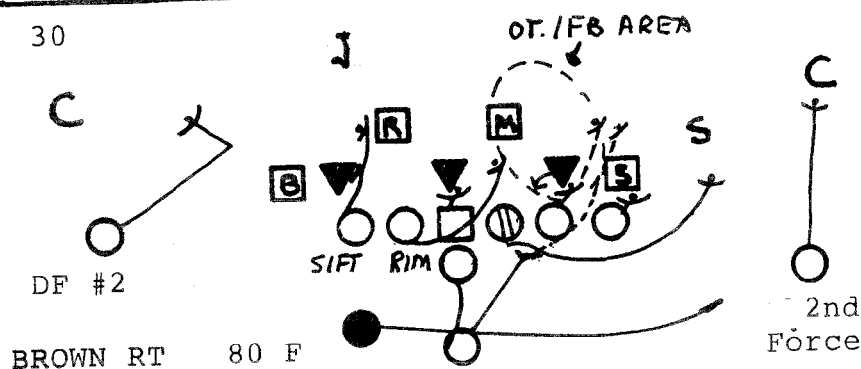
GRN RT H 80 TOSS

Formation Combination/Alerts

Green Pair H 80 Toss Strong

Z # Force FB # 2nd Force

30



PLAY: 80/90 F

CP's = AREA CONCEPT  
WITH OT/FB AND CENTER/FB

HB - KEY "Y's" BLOCK

Y - # MAN OVER. SUSTAIN. POSS TAKE #.

ON T V. EVEN: # MAN OVER. POSS: TAKE #. V. ODD BUBBLE: EXPLODE # MAN  
OVER, IF DE PINCHES, COME OFF ON LBER.

ON G PULL # FIRST FORCE - FIND SS.

CENTER # MAN OVER. POSS SWAP #.

OFF G - V. EVEN: # MAN OVER. V. BUBBLE OVER YOU: RIM # OR SWAP #. V UNDER:  
SWAP # W/OFF T.

OFF T - SIFT #. V. UNDER: SWAP # W/OFF G.

X DOWNFIELD # 2. TIGHT, BACKSIDE CUTOFF #.

Z 2ND FORCE

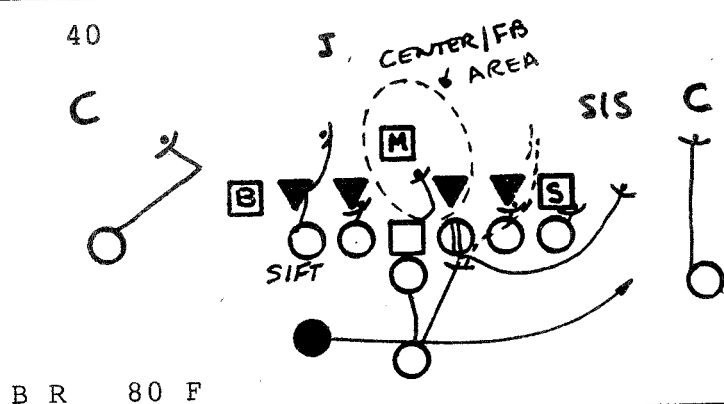
U Block X Tight Rule

HB BALL CARRIER

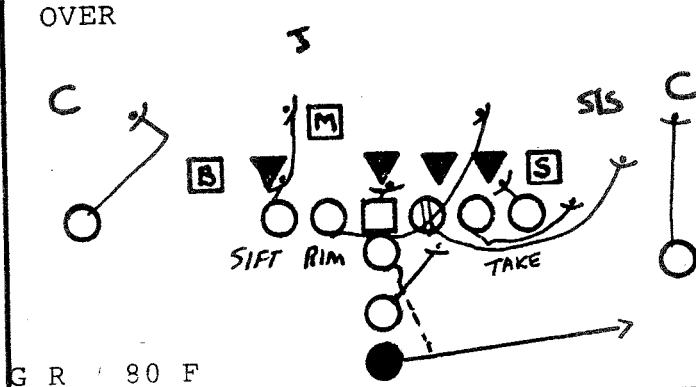
FB VS 4-3 AREA BLK W/C. VS 30 AREA BLK W/T

QB OPEN TO HOLE, HAND TO BC-TOSS WHEN GREEN FORMATION.

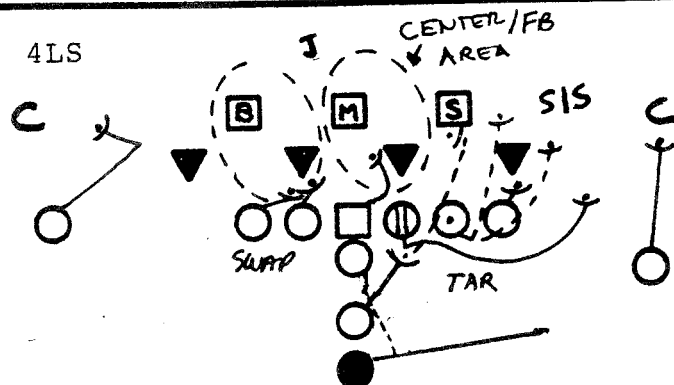
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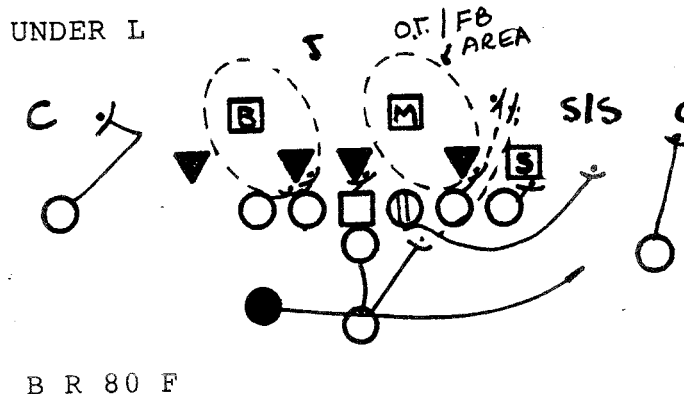
OVER



4LS



UNDER L





Formation Combination/Alerts

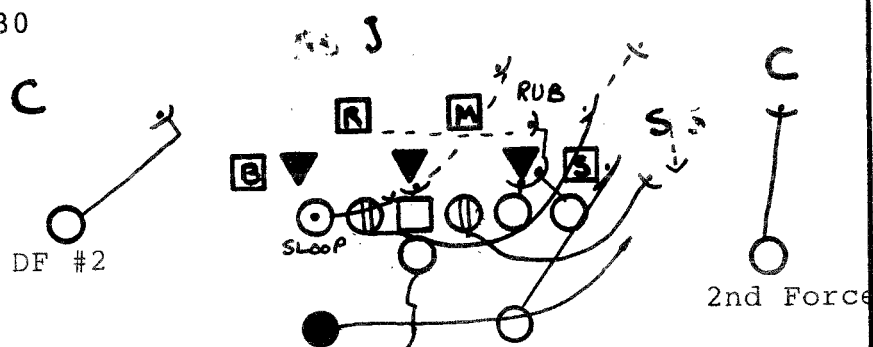
Green Pair H 80 F

Z # Force Pull-G # 2nd Force

Green Pair H 90 Power F

Z # Doubl Rub to M Bkr

30



PLAY: 80/90 Bob

CPs:

HB: Take PSL at Stub for possible action.

FB: Must get to Stub as Quickly as Possible.

RED RT H 80 BOB

Y - # DOWN. V ODD BUBBLE: DBL TEAM AND RUB FOR BACKSIDE LBers. Possible Fast Rub # Near M Bkr

ON T - ON G COVERED: # DOWN V. ODD BUBBLE: DBL TEAM W/Y. Possible Fast R

ON G - PULL, # FIRST FORCE - ALERT MESH SITUATION WITH FB.

CENTER - UNCOVERED: # BACK. COVERED # MAN OVER - POSSIBLE "COW" CALL V. 4LS.

OFF G - O PULL. LOOK FOR MLBER UNDERNEATH - TAKE FIRST OPENING.

OFF T - SIFT #V. 40 DEF. SLOOP #V. 30; OVER; OVERSTACK. PULL V. UNDER ALERT FOR "COW" CALL V. 4LS.

X - DOWNFIELD #2. TIGHT, PULLING O.G. UNCOVERED, PULL FILL. 40 DEF. CUT OFF # - POSSIBLE COMBO #. 4LS, CUT OFF #.

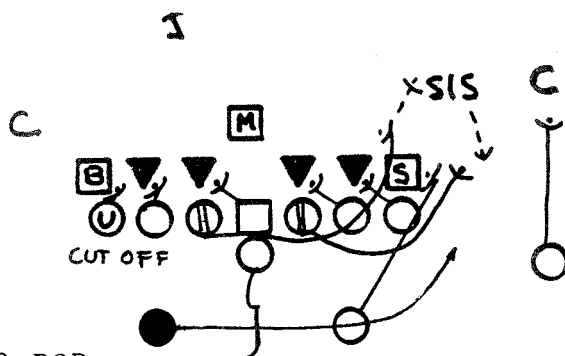
Z - BLOCK 2ND FORCE ALERT CRACK U-BLOCK X TIGHT RULE

HB - BALL CARRIER - READ FB's BLOCK. STAY WITH FRONT GUARD AS LONG AS POSSIBLE.

FB - BLOCK STUB - STUB AREA

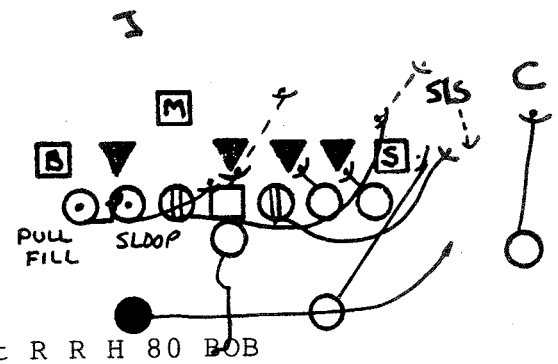
QB - OPEN TO HB - HAND OFF

40



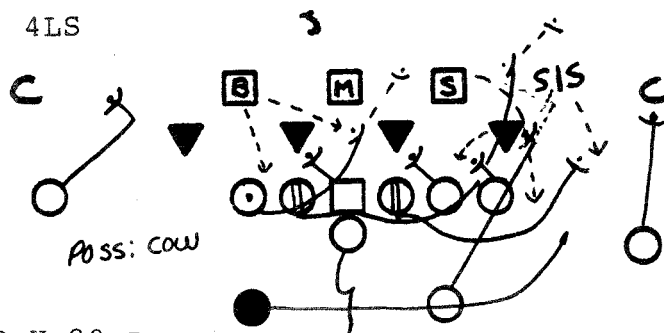
U R H 80 BOB

OVER



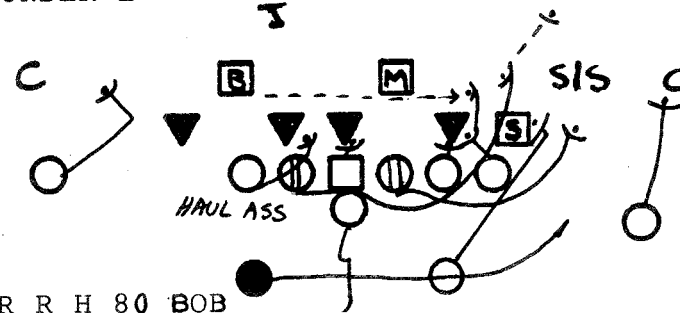
U/X Tgt R R H 80 BOB

4LS



R R H 80 BOB

UNDER L



R R H 80 BOB

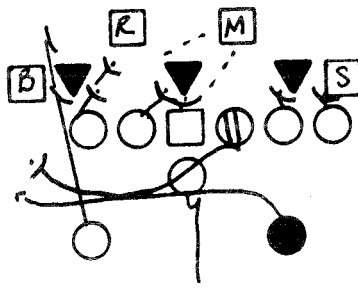
Formation Combination/Alerts

Red Slot H 80 Rub

Slot: Z DF #1 X DF #2

30

C  
Force



S/S  
C  
DF #2

80/90 BIM  
PLAY: HB - Must use full speed approach to outside leg of DE. Do not hesitate

FB - Alert for OG Pulling. Stay with the Guard.

Red RT F 90 Bim

Y -

# MAN OVER -

ON T -

BUBBLE ON ONSIDE O.G., STEP TO INSIDE GAP (# DE IF HE CROSSES YOUR FACE) LOOK FOR ONSIDE ISLBER. ONSIDE OG COVERED, DEUCE (ALERT OFF CALL).

ON G -

CENTER COVERED, BUDDY #. (ALERT OFF CALL). IF COVERED DEUCE W/O T

CENTER -

COVERED, BUDDY # (ALERT OFF CALL). UNCOVERED, BLK BACK.

OFF G -

PULL LOG # OR KICK END MAN ON L.O.S.

OFF T -

# MAN OVER.

X -

BLOCK FORCE. X TIGHT # DF#1.

Z -

DOWNFIELD #2

U BLOCK X TIGHT RULE. STALK DF #1

HB -

AIMING POINT IS OUTSIDE LEG OF DE. BLOCK DES OUTSIDE LEG USING A CUT DOWN BLOCK. IF DE DISAPPEARS INSIDE CONTINUE UP ON LBER AND BLOCK HIM USING SAME TECHNIQUE.

FB -

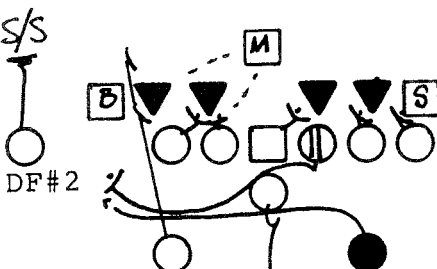
STEP UP FOR UNDERNEATH HAND OFF. STAY WITH PULLING GUARD. GUARD TRAPS, TURN UP INSIDE, IF GUARD LOGS, CONTINUE OUTSIDE.

QB -

USE FIRST TWO STEPS OF NORMAL PASS DROP. ON SECOND STEP, COME UNDER CONTROL AND MESH WITH FB.

40

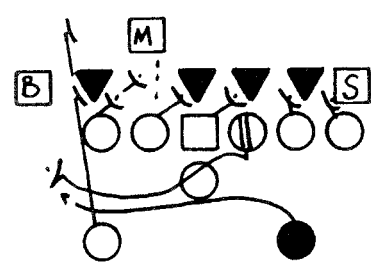
C  
S/S  
DF#1



R R Slot F 90 Bim

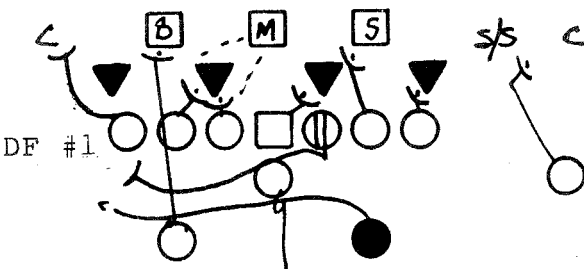
OVER

C  
S/S



R R F 90 Bim

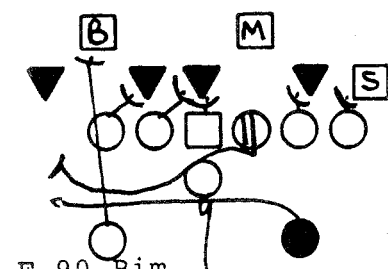
4LS



RR TGT F 90 Bim

UNDER L

C  
S/S



R R F 90 Bim



Formation Combination/Alerts

RR Y Opp F 90 Drw

RR Y Opp/Y Return H 80 Drw

RL Slot Open F 90 Drw

Change Off Y 90 Drw

Change Off F 80 Drw

Red X Y Buzz H 90 Drw

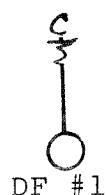
Y Block EMO L.O.S.

Y # Force Z # 2nd Force

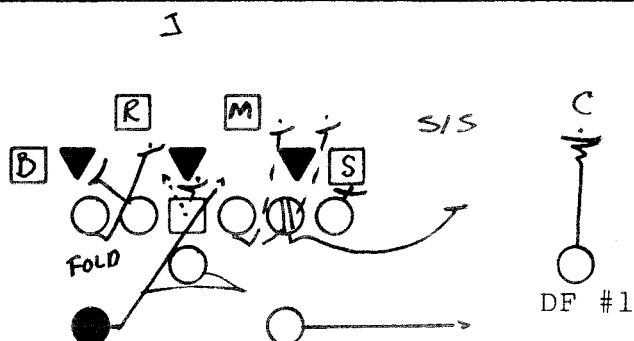
Y # Force Slot: Z DF #1 X DF #2

Y # 2nd Force X # Force.

30



DF #1



PLAY: H 10/11 Pull

HB - PSL covered C or O.G. for possible charge.

RED RT H 10 PULL

Y - DRIVE # MAN OVER YOU. KEEP INSIDE HEAD POSITION.

ON T - ONSIDE O.G. UNCOVERED, PULL TO INFLUENCE DEF. ONSIDE O.G. COVERED, DRIVE # MAN OVER YOU.

ON G - UNCOVERED, GAR #. COVERED, DRIVE # MAN OVER YOU.

CENTER - COVERED, DRIVE # MAN OVER YOU. UNCOVERED, CHOKE #.

OFF G - UNCOVERED, FOLD #. COVERED (40), CHOKE #. COVERED (UNDER-UNDER L) DRIVE # MAN OVER YOU.

OFF T - OFFSIDE O.G. UNCOVERED, FOLD #. OFFSIDE O.G. COVERED, DRIVE # MAN OVER YOU.

X - DOWNFIELD #1. TIGHT, DRIVE # MAN OVER YOU. KEEP INSIDE HEAD POSITION

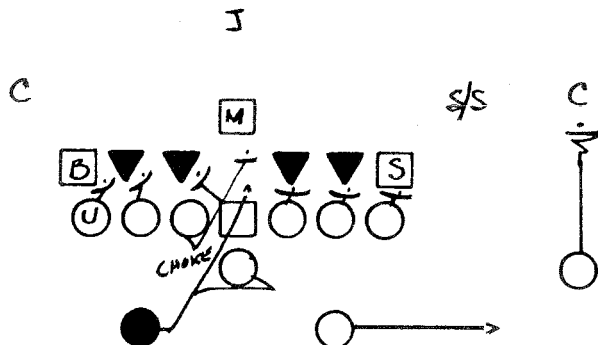
Z - DF #1 U BLOCK X TIGHT RULE.

HB - SLIDE STEP - AIM FOR FAR LEG OF CENTER - RUN OFF MOVEMENT OF NOSE TACKLE, OR O.G. IF COVERED.

FB - FAKE TOSS

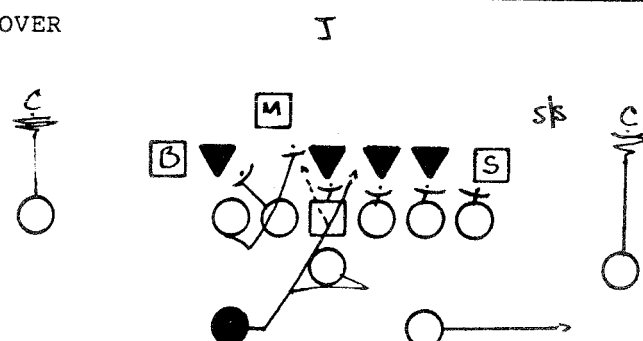
QB - OPEN OUT FAKE TOSS ACTION, HAND BACK TO BACK.

40



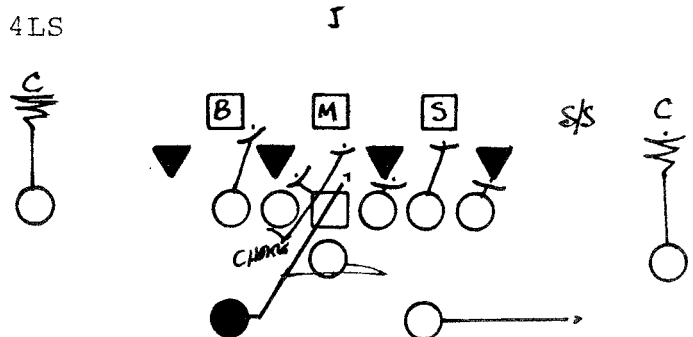
U/X TGT RR H 10 Pull

OVER



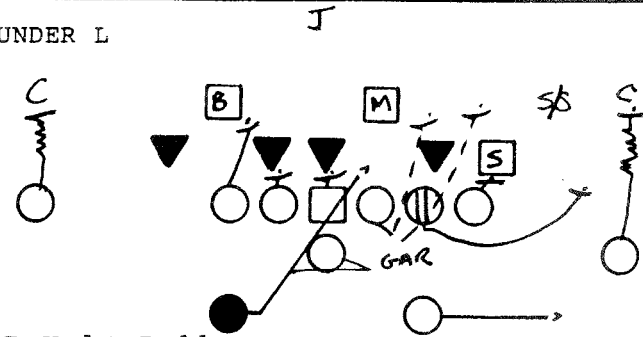
RR H 10 Pull

4LS



RR H 10 Pull

UNDER L



RR H 10 Pull

Formation Combination/Alerts

U/X TGT RR H 10 Pull

RR Slot F 11 Pull

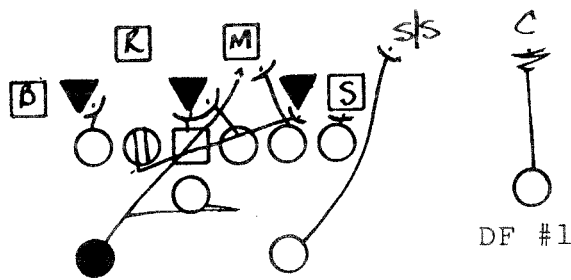
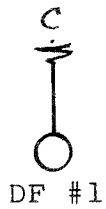
X TGT/U Inside Drive # Man Over

Slot: Z DF #1 X DF #2



30

J



DF #1

PLAY: 10/11 Trap

Coaching Points:  
 Pulling Guard Run Good  
 Course to Make Proper  
 Reads  
 Alert weakside call blocker:  
 openside block #3. vs U #  
 DF #1.

Red RT H10 Trap

Y - TO YOU - BLOCK MAN OVER. POSS: RELEASE. AWAY - BLOCK MAN OVER YOU.

ON T - EVEN: # MLB, ODD CALL: # MAN OVER. BUBBLE OVER YOU: # LBER. POSS: "GREEN" CALL.

ON G - EVEN: SET TURN OUT, # MAN OVER OT. ODD CALL: # MTR. BUBBLE OVER YOU: # DWN ON NT.

CENTER - EVEN: # BACK (POSS: MAKE ODD CALL). UNDER: MAKE "OFF" CALL # BACK. #): DBL TM. NT W/ON G.

OFF G - TRAP FIRST MAN PAST CENTER ON L.O.S. ALERT "GREEN" CALL: ALERT DE CROSS ON TS FACE.

OFF T - USE STRONG SIFT TECH. BUBBLE OVER YOU: # LBER OVER YOU. POSS: "COW" SITUATION.

X - DOWNFIELD #1

SLOT - DOWNFIELD #2

X TIGHT # MAN OVER

Z - DOWNFIELD #1

SLOT - DOWNFIELD #1

U BLOCK X TIGHT RU

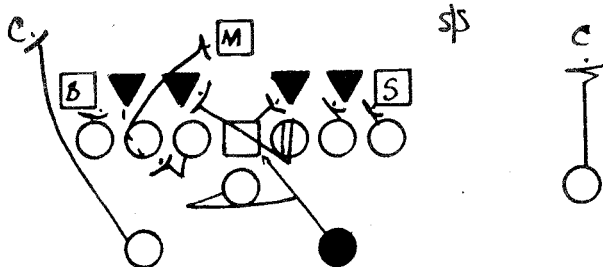
HB - BALL CARRIER - AIM FOR NEAR LEG OF CTR. GET IN TANDEM WITH PULLING GUARD AND RUN OFF OF HIS BLOCK. BLOCKER-SEE FB RULES BEL

FB - BLOCKER-RELEASE OUTSIDE OF TE AND BLOCK DF #2. BALL CARRIER-SEE HB RULES ABOVE.

QB - OPEN OUT FAKE TOSS ACTION HAND BACK TO BALL CARRIER.

40

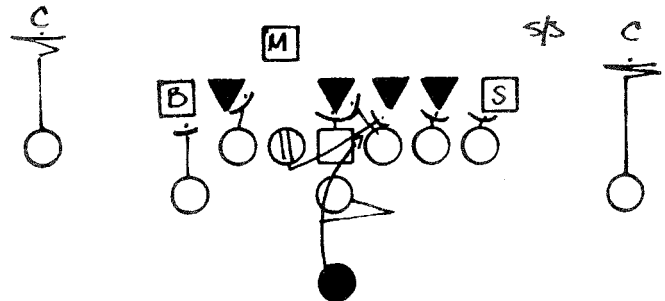
J



U RED RT F 10 TRAP

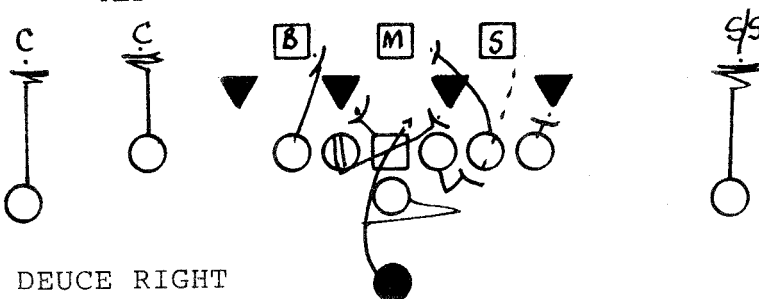
OVER

J



FLEX RT 10 TRAP

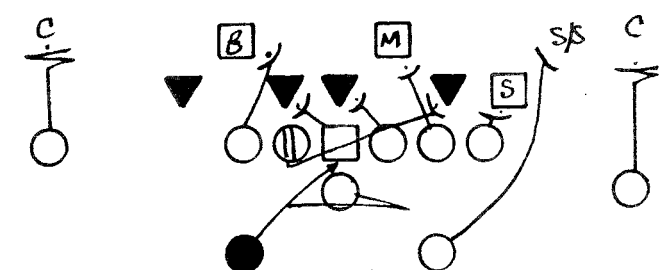
4LS



DEUCE RIGHT  
10 TRAP

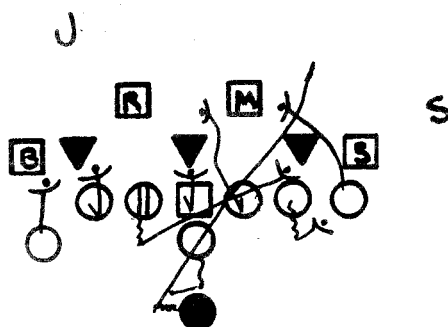
UNDER L

J



RED RT H 10 TRAP

30

C  
DF #1C  
DF #1

PLAY: 10/11 Draw Trap

CPs:

B.C. PSL the man to be trapped for possible charge.

Best vs Pass situation  
Alert to Audible vs unusua  
TE Alert - P.S.L.-Front Lo

DEUCE RT F 10 DRW TRAP

Y - ONSIDE O.G. UNCOVERED, #DWN. ON MAC. ONSIDE O.G. COVERED #MAN OVER YOU. SPLIT IS IMPORTANT - COURSE TO # M LBKR IS KEY

ON T- ONSIDE O.G. UNCOVERED, PASS-SET, # STUB. ONSIDE O.G. COVERED, #MAC. OVER DEF., # MAN OVER YOU.

ON G- UNCOVERED: #DOWN, RUB ON BACKSIDE INSIDE LBKR V. 30 OVER. COVERED, PASS-SET, #MDM. 4LS. LOOK AT STUB.

CENTER- OFF G COVERED: # BACK. COVERED (30, OVER, OVERSTACK): # MAN OVER.

OFF G - TRAP FIRST MAN PAST CENTER ON L.O.S.

OFF T - # MAN OVER.

X - DOWNFIELD #1.

Z - DOWNFIELD #1.

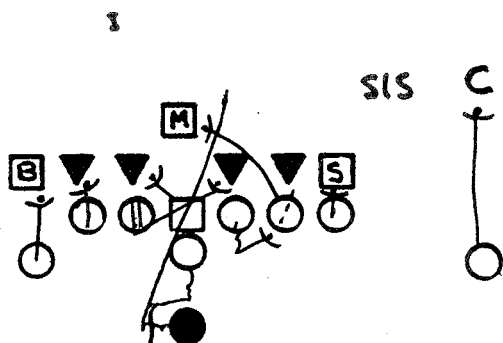
HB - BLOCK MAN OVER YOU. SHOW PASS, THEN COME OFF ON LB'ER.

FB - BALL CARRIER - FLASH PASS PROTECTION - RUN OFF OF TRAPPING GUARD'S BLOCK.

QB - SHOW PASS DROP HAND TO B.C. C.P. 3 QK STEPS LOOK DOWNFIELD-FIND BC

40

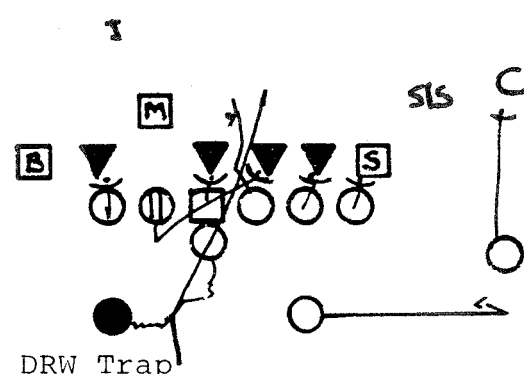
C



DC R 10 DRW Trap \*TE PSL Front Look

OVER

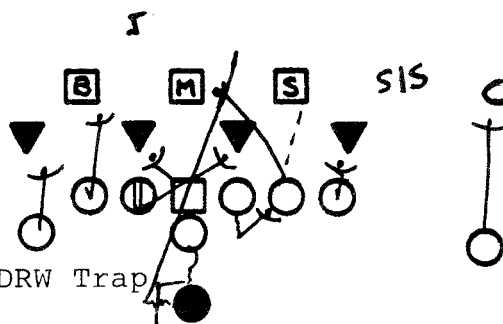
C



RR H 10 DRW Trap

4LS

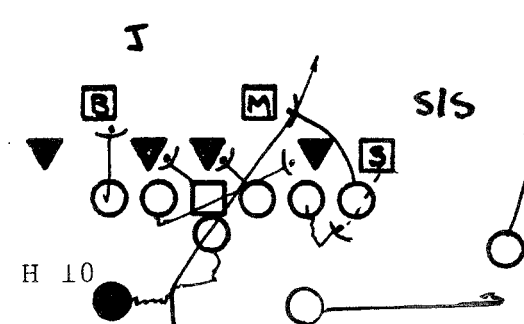
C



DC R 10 DRW Trap

UNDER L

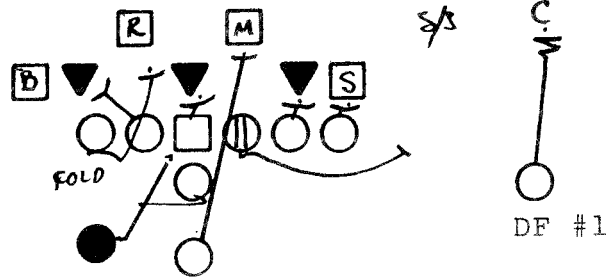
C

RR F LT H 10  
DRW Trap

30

J

C  
DF #1



PLAY: 20/30 Pull

Coaching Point:

BROWN RT H 20 PULL

Y - # MAN OVER. PROTECT PLAYSIDE.

ON T - PULL. ON G COVERED: # MAN OVER.

ON G - EVEN: PULL

CENTER - EVEN: CHOKE #. COVERED # MAN OVER.

OFF G - EVEN: CHOKE #. BUBBLE OVER YOU - FOLD #. UNDER: # MAN OVER.

OFF T - EVEN: # MAN OVER. ODD BUBBLE: FOLD #.

X - DOWNFIELD #1                      SLOT - DOWNFIELD #2

Z - DOWNFIELD #1

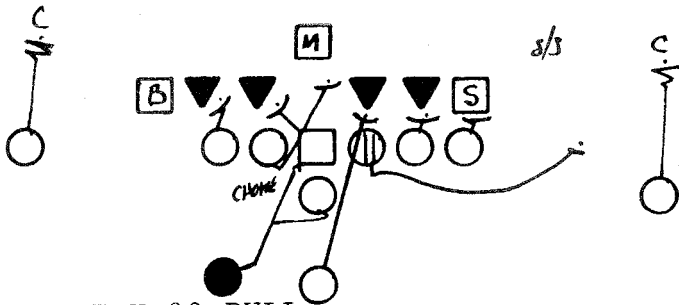
HB - AIMING POINT IS NEAR LEG OF THE CENTER. RUN OFF OF CENTER'S BLOCK.

FB - VS 30 FRONT, LEAD BLOCK ON MAC  
VS 40 LOOK, BLOCK OT, USING CUT DOWN TECHNIQUE.

QB - REVERSE OUT TOWARD FB, HAND BACK TO HB.

40

J



BROWN RT H 20 PULL

OVER OK

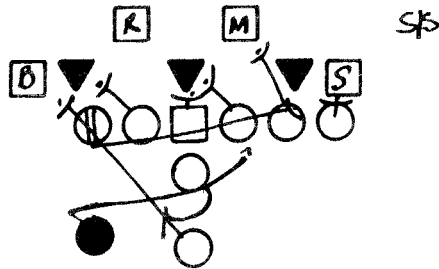
OVERSTACK OK

UNDER L/Under alert backside  
Guard Covered.

30



T



PLAY: 20/30 Lag Trap

BROWN RT H 20 LAG TRAP

Y - # MAN OVER. BUBBLE ON O.T. DOWN BLOCK AREA (HIGH WING).

ON T - BUBBLE ON O.G. # LBER OVER O.G. COVERED, DEUCE # W/O.G. ALERT GREEN CALL

ON G - V. 30 OVER BUDDY # W/CENTER (ALERT OFF CALL). V. EVEN DEUCE BLK W/O.T.

CENTER - COVERED: BUDDY # W/ONSIDE O.G., (ALERT OFF CALL). UNCOVERED, # BACK.

OFF G - BLOCK BACKSIDE GAP

OFF T - PULL, TRAP # AREA OVER ONSIDE O.T.

X - DOWNFIELD #1

Z - DOWNFIELD #1

HB - TAKE JAB STEP AWAY FROM THE CALL, TO GIVE FB TIME TO CLEAR AND OT TIME TO GET STARTED. GET IN TANDEM WITH OT &amp; RUN OFF HIS #.

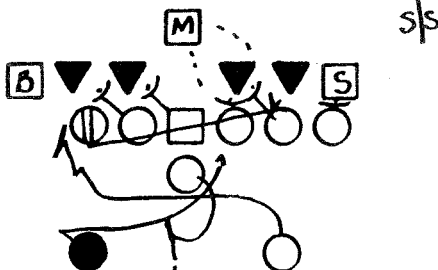
FB - BROWN/GREEN/MOTION FILL OFF BUTT OF PULLING OT.

QB - REVERSE OUT GIVE BALL TO HB.

40



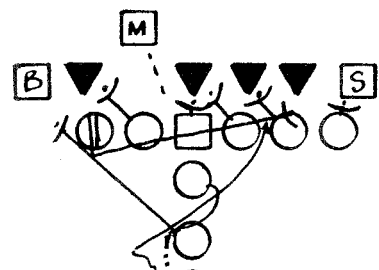
J



RED RT F LT H 20 LAG TRAP

OVER

J

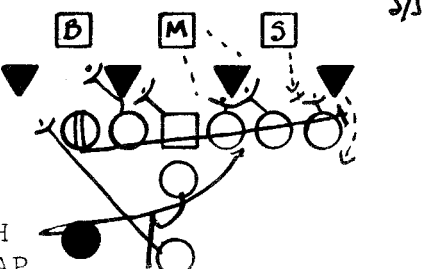


GREEN RT H 20 LAG TRAP

4 LS

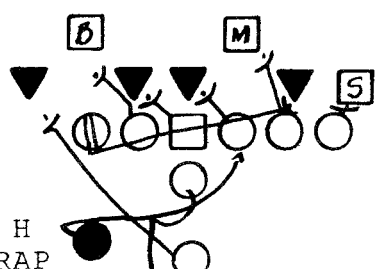


J

BROWN RT H  
20 LAG TRAP

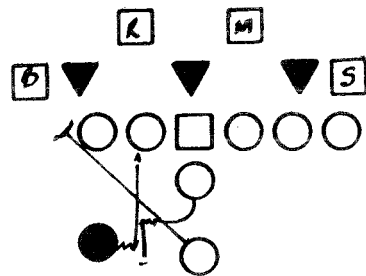
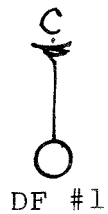
UNDER L

J

BROWN RT H  
20 LAG TRAP

30

J



s/s



PLAY: 20/30 LAG DRAW

BROWN RT H 30 LAG DRAW

Y - BLOCK 20/30 DRAW

ON T - BLOCK 20/30 DRAW

ON G - BLOCK 20/30 DRAW

CENTER - BLOCK 20/30 DRAW

OFF G - BLOCK 20/30 DRAW

OFF T - BLOCK 20/30 DRAW

X - DOWNFIELD #1

Z - DOWNFIELD #1

SLOT - DOWNFIELD #2

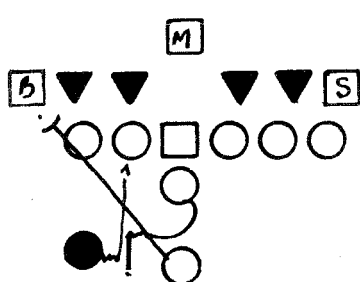
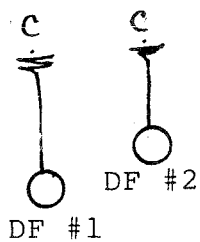
HB - SLIDE INSIDE, GIVING FB TIME TO CLEAR, MESH WITH QB WAITING FOR HIM TO BRING THE BALL TO YOU.

FB - RELEASE, FAKING AT OT-ADJUST AND BLOCK BUCK

QB - REVERSE OUT GIVE THE BALL TO QB.

40

J

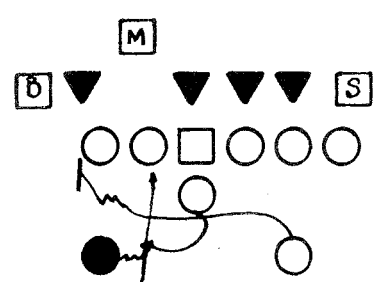


s/s

BROWN RT SLOT H 30 LAG DRAW

OVER

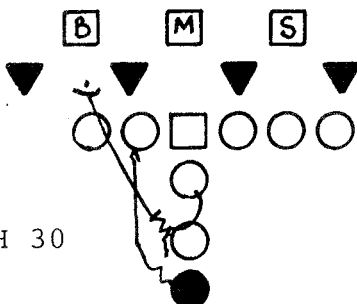
J



RED RT F LT H 30 LAG DRW

4LS

J

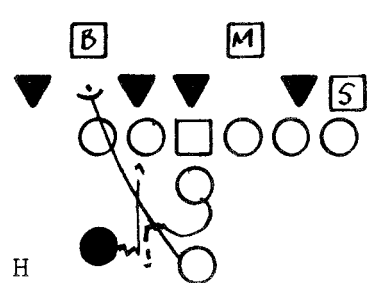


s/s

GREEN RT H 30  
LAG DRAW

UNDER L

J

BROWN RT H  
30 LAG DRAW

30



DF #1

RED RT Q 20 DRW

PLAY: Q 20/30 Draw

ALERT FOR LINE STUNTS  
AND DOGS

DF #1

Y

RELEASE, STALK DF #2

ON T -PASS SET, # MAN OVER.

ON G -PASS SET # MAN OVER.

CENTER-PASS SET, # MAN OVER.

OFF G -PASS SET, # MAN OVER.

OFF T -PASS SET, # MAN OVER.

X - BLOCK DOWNFIELD #1

Z - BLOCK DOWNFIELD #1

HB- FLASH PASS PROTECTION - CHASE OSLBKR - CUT

FB- FLASH PASS PROTECTION - CHASE OSLBKR - CUT

QB - SHOW PASS - 3 STEP DROP - RUN THE DRAW

40



RR Q 20 DRW

OVER



RR Q 20 DRW

4LS



RR Q 20 DRW

UNDER L



RR Q 20 DRW

Formation Combination/ALERTS

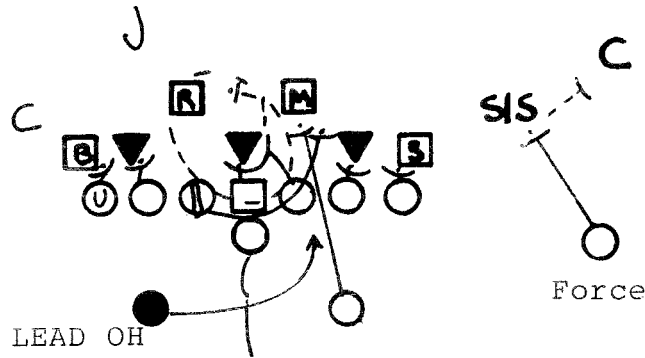
Spread Q 20 Draw

Dig Q 20 Draw

Flex Q 20 Draw

Slot: Z DF #1 Y DF #2

HB: Chase OSLBKR - Cut, Y # Man Over.



PLAY: 40/50 LEAD 0

GOOD SPLITS  
EXPLODE OFF BALL

FB - VS 30 ALERT FOR DE  
COMING INSIDE - WORK  
OUTSIDE AND BLOCK "M"

RED RT H 40 LEAD OH

Y # MAN OVER. PROTECT PLAYSIDE.

ON T # MAN OVER YOU. V. ODD BUBBLE: ON G WILL WORK W/YOU ON DE PINCH.

ON G # MAN OVER. V BUBBLE OVER YOU, BLOCK DOWN ON NT V. 30 RUB ON ROVER.

CENTER # MAN OVER. POSS: CHOKE #

OFF G - # MAN OVER. V. EVEN: (POSS: CHOKE #). V. BUBBLE OVER ON O.G.  
PULL LEAD ON LBER OVER ON G

OFF T - # MAN OVER YOU

X - TITE - # MAN OVER SPLIT - DF #2

Z - BLOCK FORCE

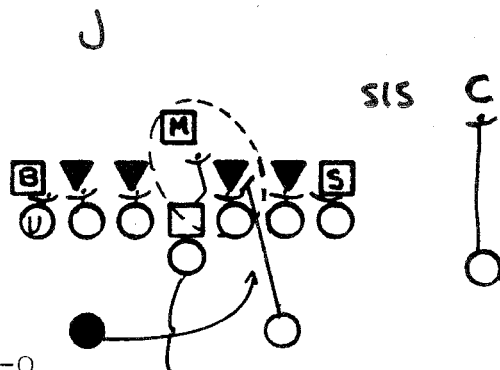
U BLOCK X TIGHT RULE

HB - BALL CARRIER

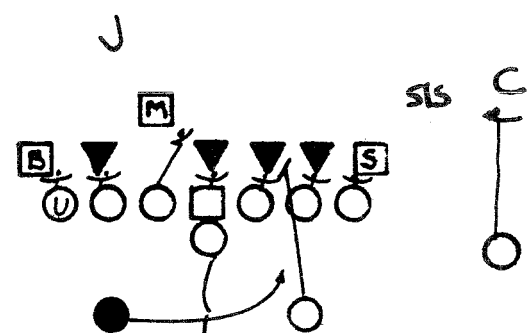
FB - BLOCK M W/OFF GUARD - VS COVERED - WHAM HIM

QB - GET BALL TO HB DEEP. OPEN TO HOLE VS GREEN - AWAY FROM  
- HOLE VS RED OR BROWN.

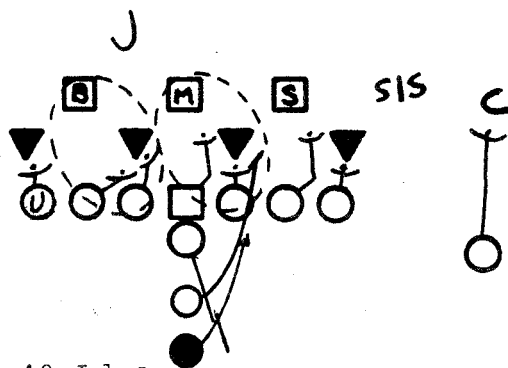
40



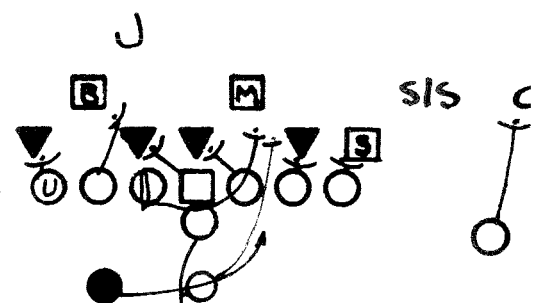
OVER



4LS

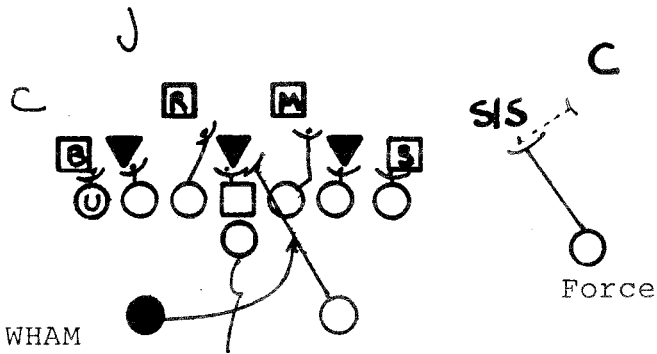


UNDER L





30



RED RT H 40 WHAM

PLAY: 40/50 WHAM

FB: MAKE GOOD DECISIONS.  
OFF. LINE EXPLODE  
OFF L.O.S.

Y -# MAN OVER. PROTECT PLAYSIDE.

ON T-# MAN OVER. V. ODD BUBBLE; ON G WILL DBL W/YOU IF DE PINCHES

ON G-# MAN OVER. COVERED, YOU ARE KEY BLOCKER. V. ODD-BUBBLE. WORK W/ON T ON DE PINCH

CENTER - # MAN OVER. UNCOVERED, STEP PLAYSIDE ON GET OFF.

OFF G - # MAN OVER. TAKE GOOD ANGLE V. BUBBLE

OFF T - # MAN OVER. V. 4LS OR UNDER SWAP #.

X-TITE # MAN OVER. SPLIT - DF #2

Z-BLOCK FORCE

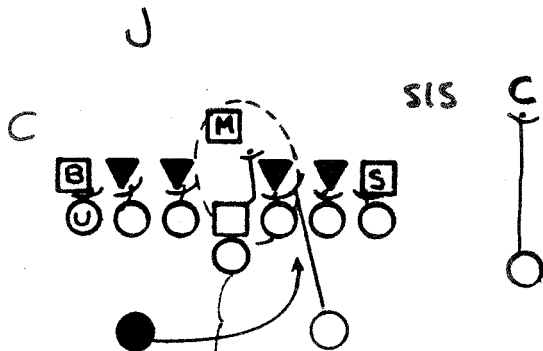
U BLOCK X TIGHT RULE

HB-BALL CARRIER

FB-VS 4-3 AREA BLOCK W/G VS 30 AREA BLOCK W/C

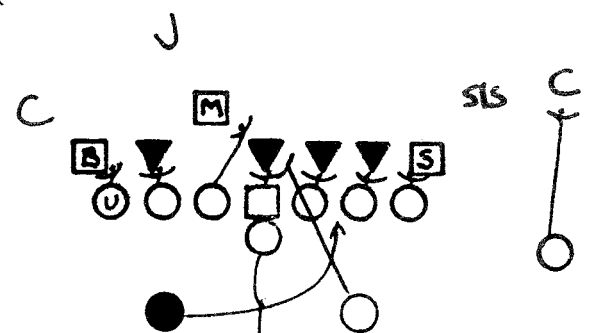
QB- GET BALL TO TB DEEP. OPEN TO HOLE VS GREEN - AWAY FROM HOLE VS RED/BROWN.

40



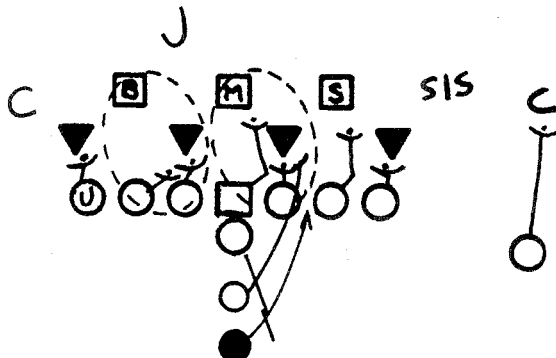
U/X TGT R R H 40 Wham

OVER



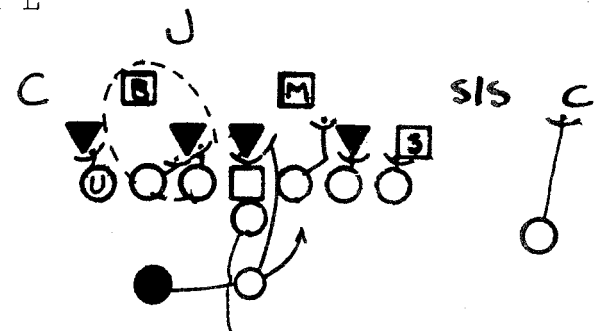
U/X TGT R R H 40 Wham

4LS



U/X TGT G R H 40 Wham

UNDER L

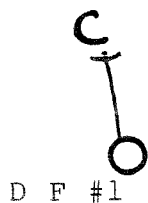


U/X TGT B R H 40 Wham

Formation Combination/Alerts

TREY Quick 40 Wham

30



PLAY: 40/50 LEAD DRAW

CPs:

B.C.- Take PSL at covered C or O.G. for possible charge.

D.F.#1

GREEN RT H 50 Lead Draw

Y # MAN OVER. INSIDE OUT. STRONGSIDE, STALK # DF #2.

ON T # AGGRESSIVE FAN. IF ONSIDE GUARD HAS LB'er IN TUFF ALIGN. # MAN OVER YOU.

ON G # AGGRESSIVE FAN. IF LB'er OVER YOU ALIGNS TUFF, # LB'er OVER YOU.

CENTER - EVEN: # AGGRESSIVE FAN. COVERED: # MAN OVER YOU LIKE 20/30 DRAW.

OFF G - EVEN: SHT. SET # MAN OVER. UNCOVERED FOLD #.

OFF T - OFFSIDE O.G. COVERED, # MAN OVER YOU. OFFSIDE O.G. UNCOVERED FOLD #. D.E's ALIGNMENT WILL DICTATE FOLD #.

X - DOWNFIELD #1. TIGHT STALK # DF #1. STALK #.

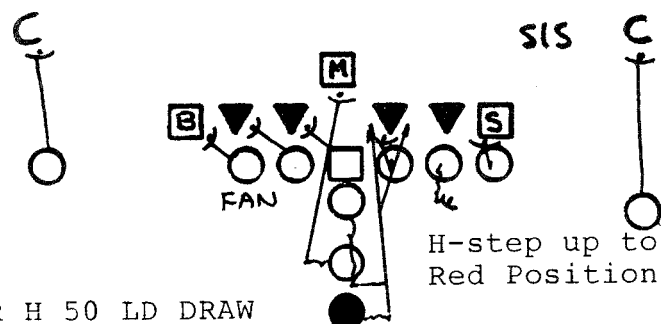
Z - DOWNFIELD #1. U BLOCK X TIGHT RULE.

FB/ HB - BALL CARRIER - SLIDE TO O.G. RUN TO NEAR LEG OF CENTER, READ MOVEMENT ON NOSE TACKLE, OR OG IF COVERED.

HB/ FB - FLASH NUMBERS, GO AFTER ROVER. ALERT TUFF LB'er BLOCK-BUCK. 40 DEF. BLOCK MAC.

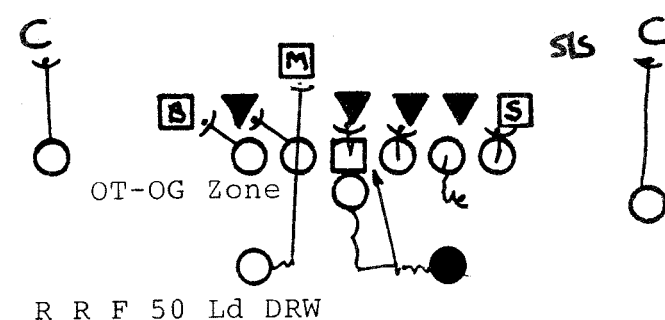
QB - SHOW PASS - BRING BALL BACK TO BALL CARRIER.

40



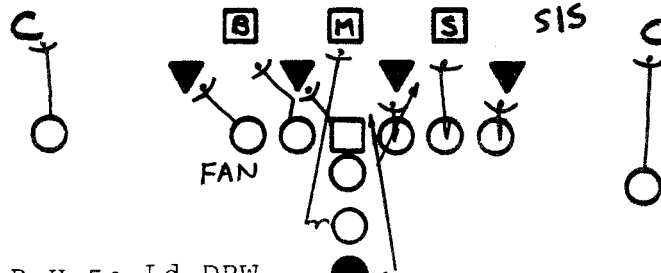
G R H 50 LD DRAW

OVER



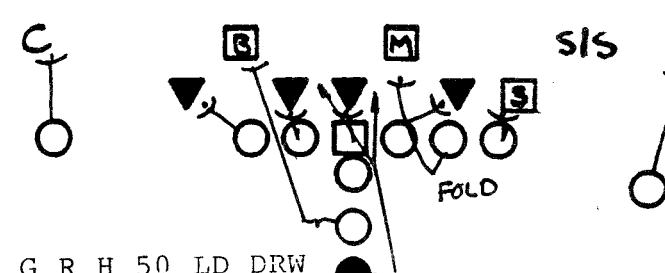
R R F 50 Ld DRW

4LS



G R H 50 LD DRAW

UNDER L



G R H 50 LD DRAW

Formation Combination/Alerts

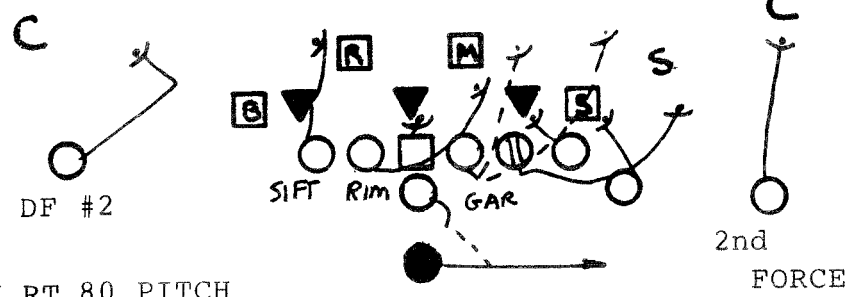
R R F 50 Lead Draw

Blu R Slot H 50 Lead Draw

Slot: Z DF #1 X DF #2

Change H 50 Lead Draw

30



PLAY: 80/90 PITCH  
CP'S = OT. PULL FOR FORCE.  
FB - STRETCH THE DEFENSE TH BE PREPARED TO CUT UNDER T BLOCK. TAKE PSL @ DEFENSE TO DETERMINE THE FORCE.  
2nd COLOR/QK CT  
Y-H MUST EXPLODE

Y - # DOWN. USE JACK # V. 30 Ø OR 4LS.

ON T - PULL # FIRST FORCE (ALERT FOR QUICK FORCE).

V.EVEN: SLIP # W/CENTER. (MAY # MAN OVER IF CENTER PULLS)  
ON G V. BUBBLE OVER YOU: GAR. #. V. OVER: # MAN OVER.

CENTER V. EVEN: SLIP # W/ON G. POSS: PULL.  
COVERED: # MAN OVER

COVERED: # MAN OVER. SWAP # V. UNDER  
OFF G UNCOVERED: RIM #. V. UNDER: SWAP # W/OFF T.

OFF T - SIFT #. V. UNDER: SWAP #.

X DOWNFIELD #2

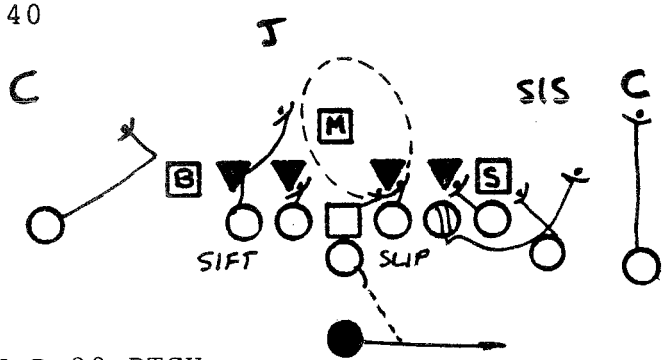
Z 2ND FORCE

RB BALL CARRIER

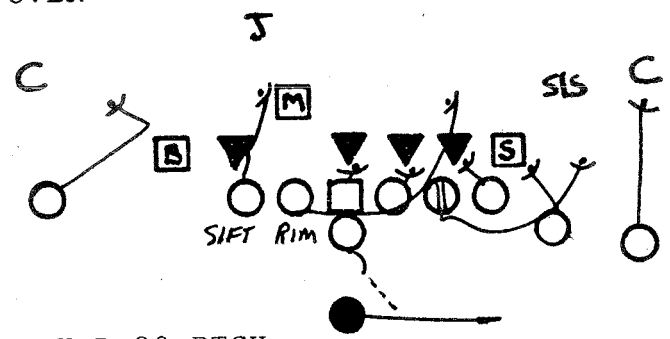
BLKR BLOCK DOWN-MAN OVER Y. USE JACK # V. 30Ø or 4LS.

QB FRONT OUT TOSS TO B.C.

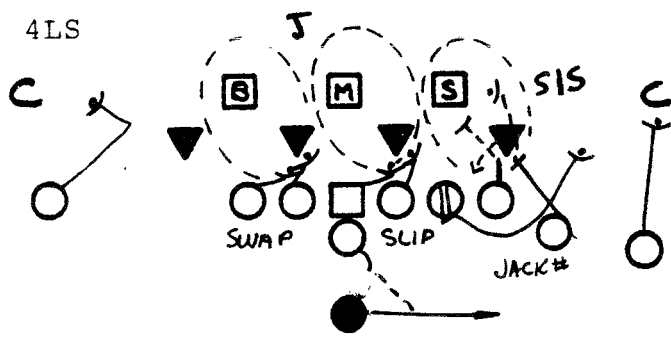
40



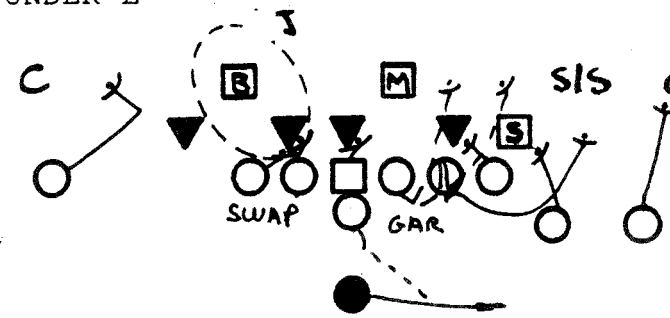
OVER



4LS



UNDER L



TRE R 80 PTCH

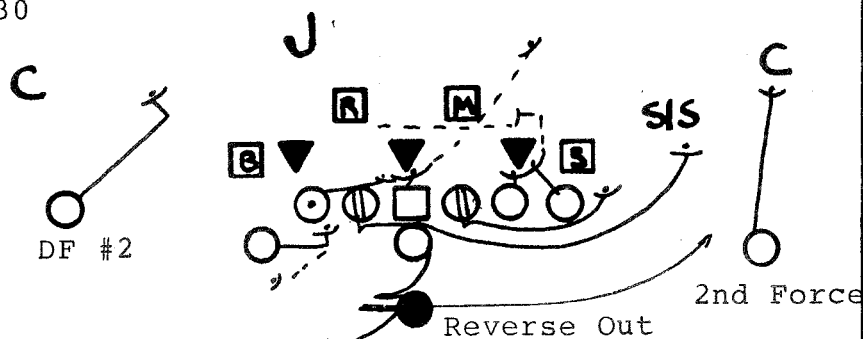
TRE R 80 PTCH

Formation Combinations/Alerts

90 Pitch

Tiger Deuce 90 Pitch

30



DEUCE RT 80 Gee OH

PLAY: 80/90 Gee OH

C.P: Onside C.G. Pull for  
LOG on End Man on  
L.O.S.RB: Run very similar to  
60-70 OT. Take your  
delay steps--stay  
with B.S. Guard

Y

80/90 BOB

ON T

80/90 BOB

ON G

PULL, LOG END MAN ON L.O.S.

CENTER

80/90 BOB

OFF G

-PULL, BLOCK FORCE

OFF T

-80/90 BOB

X

DOWNFIELD #2

Z

#2nd FORCE

RB

PULL, FILL, CUT BS D.E.

BLKR

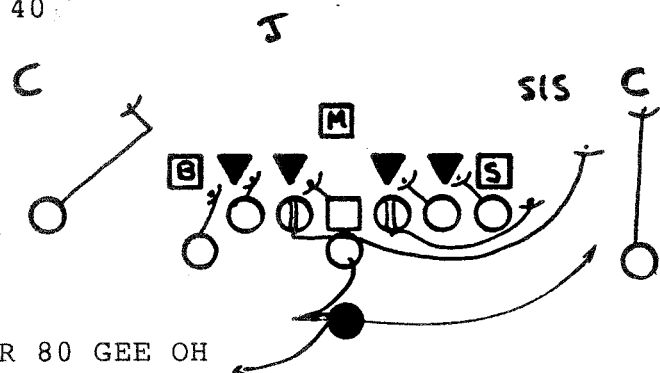
USE SAME STEPS AND TECH AS 60/70OT. STAY WITH B.S. GUARD.

QB

REVERSE OUT

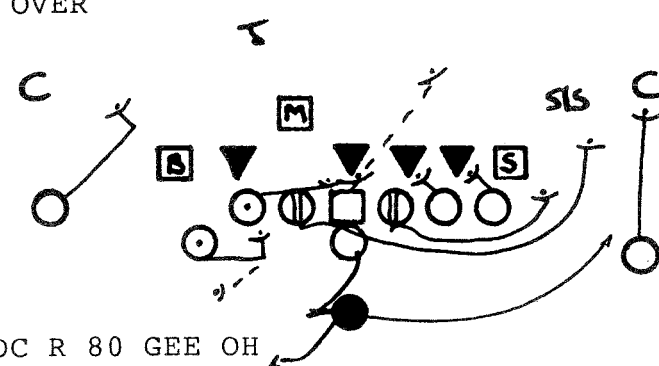
SAME AS 60/70OT.

40



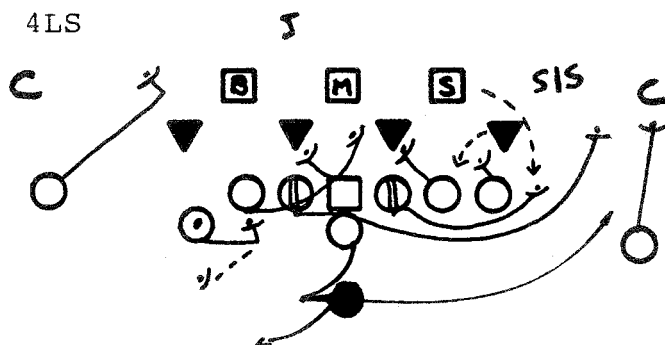
DC R 80 GEE OH

OVER



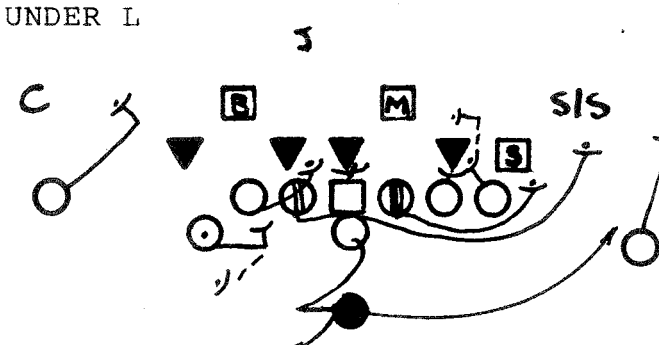
DC R 80 GEE OH

4LS



DC R 80 GEE OH

UNDER L



R R F 80 GEE OH

Formation Combinations/Alerts

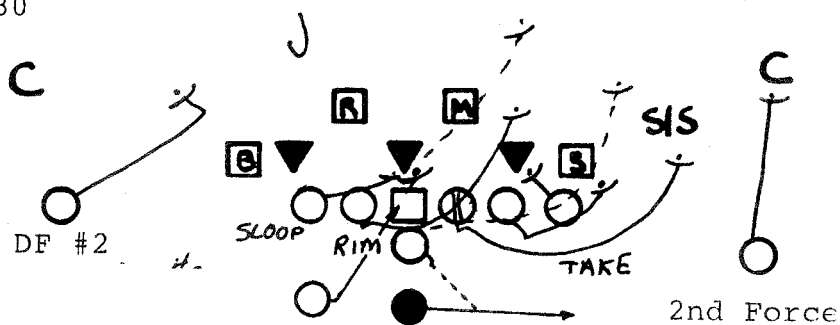
Solo 80 Gee Oh

Flex, X Opp 80 Gee OH

FB # Force



30



BROWN RT F 80 TAKE

PLAY: 80/90 TAKE

CP: ONSIDE O.T. WORK TO LOG STUB.

HB - MUST MAKE GREAT FAKE

FB - SPRINT, BUT DON'T OVER-RUN G's BLOCK.

Y - ONSIDE OT. COVERED, TAKE #. ONSIDE O.T. UNCOVERED, REACH # MAN OVER YOU.

ON T - COVERED, TAKE #. UNCOVERED, TAR #.

ON G - PULL, # FIRST FORCE

CENTER-ONSIDE O.G. COVERED, REACH # MAN OVER HIM. ONSIDE O.G. UNCOVERED, # MAN OVER YOU.

OFF G - ONSIDE O.G. UNCOVERED, RIM #  
ONSIDE O.G. COVERED, SWOOP #OFF T - BACKSIDE O.G. COVERED, SWOOP #  
BACKSIDE O.G. UNCOVERED, SLOOP #

X-DOWNFIELD #2

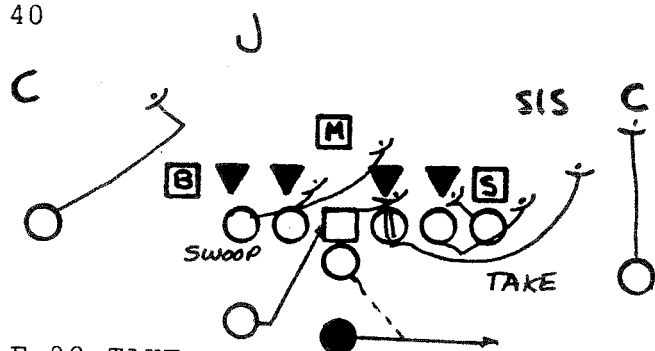
Z-BLOCK 2nd FORCE

HB- FAKE 10/11 MAN

FB- RELEASE Laterally LOSING GROUND SLIGHTLY. TAKE PITCH FROM QB. STAY WITH PULLING GUARD. RUN OFF OF HIS BLOCK.

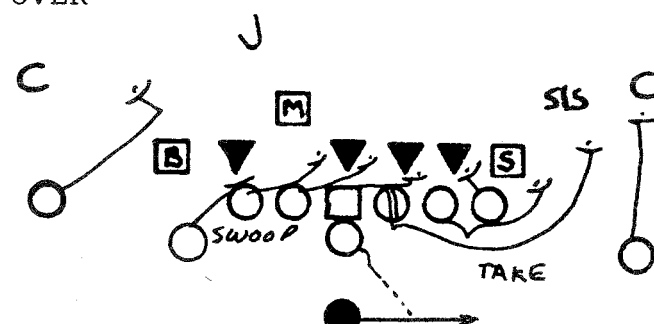
QB - OPEN, TOSS BALL TO FB.

40



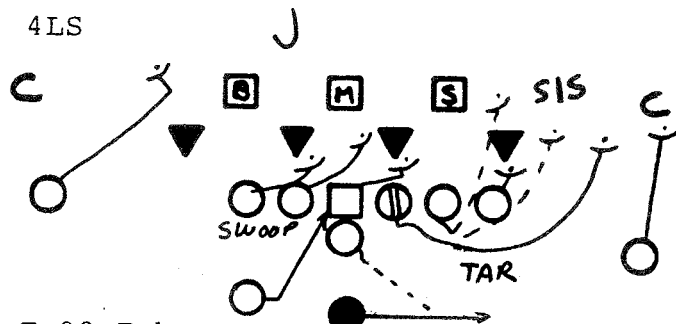
B R F 80 TAKE

OVER



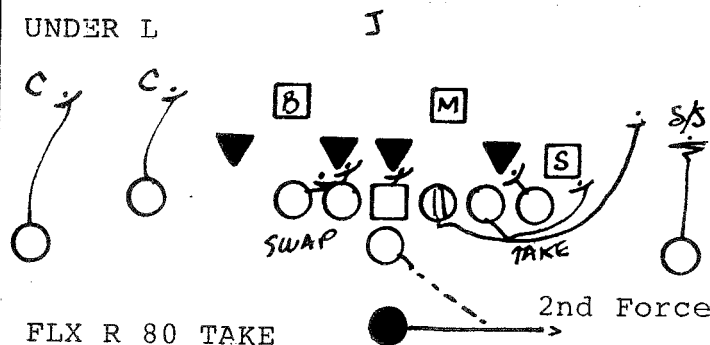
DC R 80 TAKE

4LS



B R F 80 Take

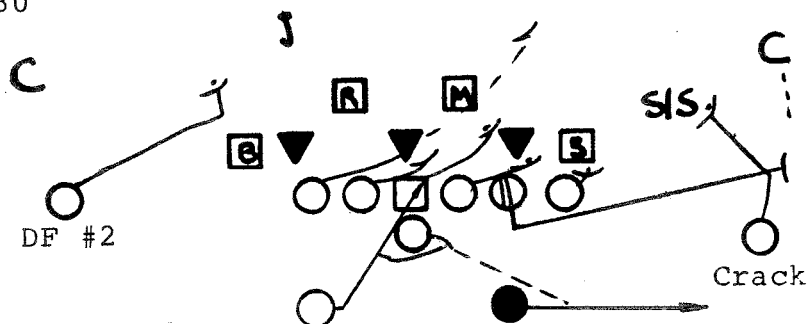
UNDER L



FLX R 80 TAKE

2nd Force

30



RED RT F 80 Streak

PLAY: 80/90 STREAK

CPS - COURSE PLAY.

Z TECH. ON SAM CRITICAL TO PLA

HB - MUST HAVE FULL SPEED FAKE

FB - LOOK TOSS INTO HANDS

Y

# MAN OVER YOU - REACH #

ON T

PULL. BLOCK CORNER

ON G

PULL FLAT # DE

CENTER

ON SIDE O.G. COVERED, PULL FLAT # MAN ON ON SIDE O.G.

ON SIDE O.G. UNCOVERED, PULL FOR MAC, RUN COURSE

OFF G

CENTER COVERED, PULL FLAT # MAN ON CENTER

CENTER UNCOVERED, PULL FOR MAC, RUN COURSE

OFF T - SWOOP #

X DOWNFIELD #2. TIGHT SWOOP #.

Z Crack # Sam to Next inside Defender.

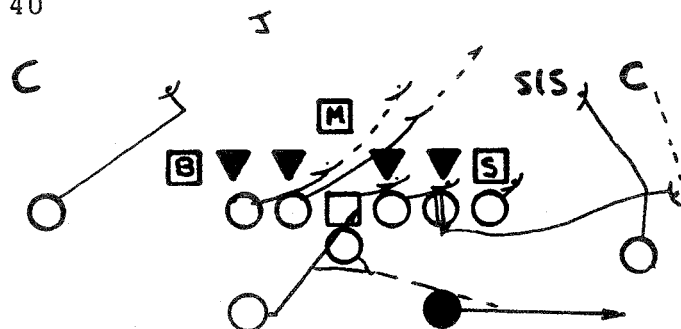
U BLOCK X TIGHT RULE.

HB FAKE 80 HB MAN

FB RUN 38 STREAK. STAY WITH PULLING TACKLE. BREAK UNDERNEATH OR OUTSIDE OF HIS BLOCK.

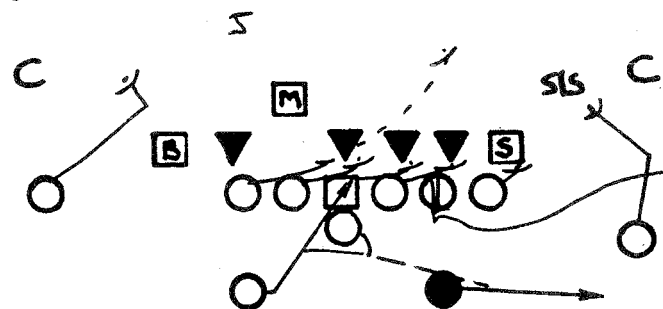
QB OPEN, TOSS BALL TO FB, FAKE 10 HB MAN.

40



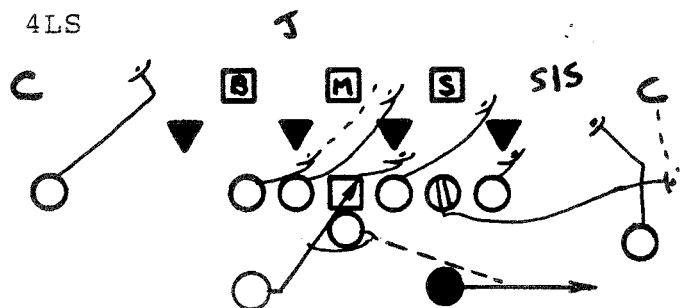
R R F 80 Strk

OVER



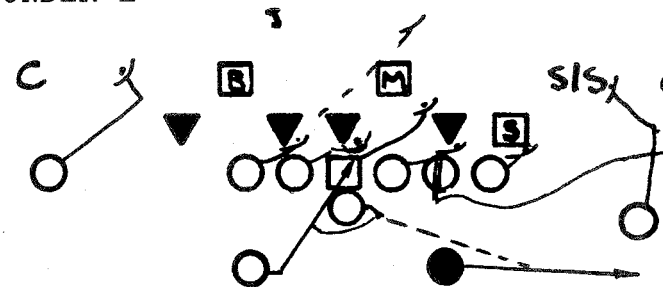
R R F 80 Strk

4LS



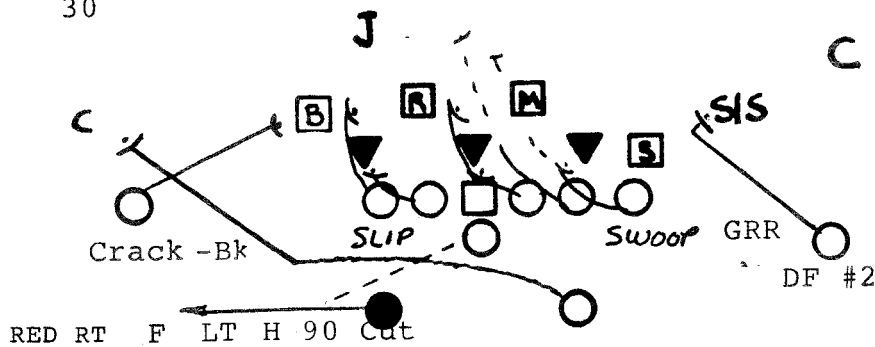
R R F 80 Strk

UNDER L



R R F 80 Strk

30



PLAY: 80/90 CUT

CPS: COURSE PLAY X TECH ON BUC  
CRITICAL TO PLAY. USE H/  
MOTION AND Y MOTION

Beat Cleo Weak

Y

ON L.O.S., SWOOP #. Y MOTION BLOCK Force.

ON T

ON SIDE O.G. UNCOVERED, USE LOOSE SLIP #  
ON SIDE O.G. COVERED, # MAN OVER YOU

ON G

UNCOVERED, USE LOOSE SLIP # W/O.T. COVERED, CENTER UNCOVERED, USE LOOSE SLIP  
# W/CENTER. BOTH COVERED # MAN.

CENTER

COVERED, USE LOOSE SWAP #. UNCOVERED, USE LOOSE SLIP # W/ON SIDE O.G.

OFF G - SWOOP #

OFF T - SWOOP #

X CRACK # ON BUCK TO NEXT INSIDE DEFENDER. 10 YARD SPLIT.

Z DOWNFIELD #2

HB

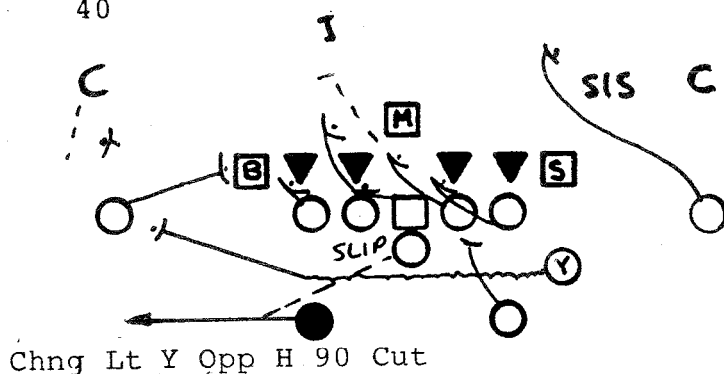
RELEASE Laterally LOSING GROUND SLIGHTLY. TAKE PITCH FROM QB AND SPRINT WIDE TO RUN OFF OF FB'S BLOCK. STRETCH THE DEF. OUT UNDER HIS KICK OUT BLOCK

FB

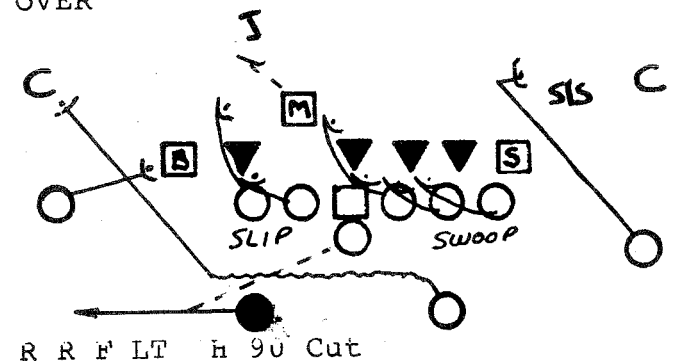
IN MOTION, EXPECT BALL TO BE SNAPPED OUTSIDE OT'S AREA. SPRINT TO FORCE BALL AND KICK OUT. "Y" MOTION, SEAL OFF BACK SIDE T'S BUTT.

QB OPEN, FLIP BALL TO HB.

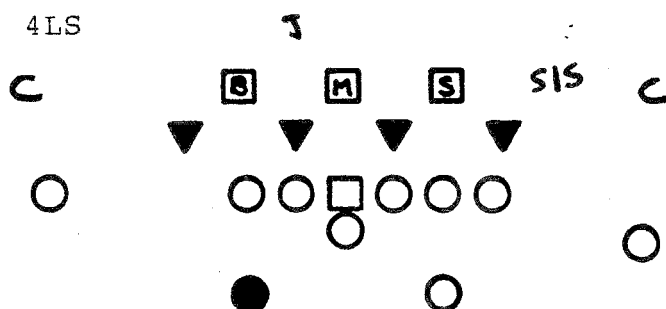
40



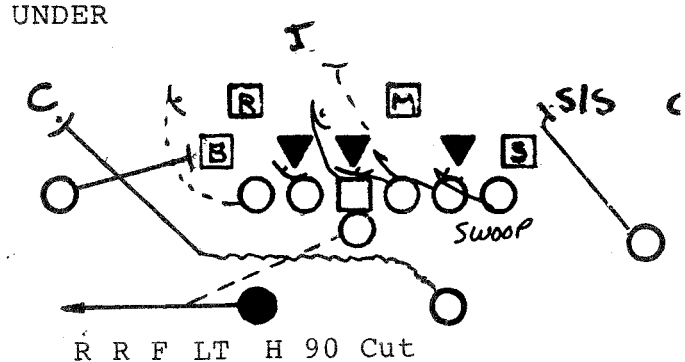
OVER



4LS



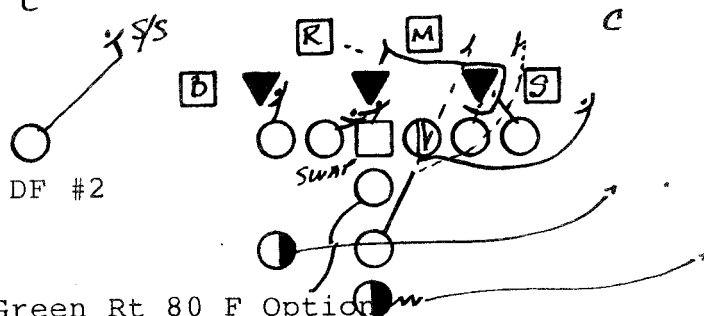
UNDER



30

I

c



PLAY: 80/90 F Option

C.P.

F.B.: ALERT FOR D.E. INSIL  
RELEASE OUTSIDE OF  
DBL TEAM.

Bear Green Rt 80 F Option

Y - # DOWN V ODD BUBBLE: DBL TM TO RUB FOR BACKSIDE LBers

DBL TM # W/Y - (RUB V. BUBBLE)  
ON T -

ON G - PULL, LOG STUB

CENTER - V. ODD, # MAN ON, SWAP W/ BACKSIDE O.G. (UNCOVERED). EVEN:  
REACH # ONSIDE D. LINEMAN

OFF G - UNCOVERED: SWAP # W/O.C.  
COVERED: BLOCK MAN ON

OFF T - BLOCK MAN ON

X - DF #2

Z - MESH WITH QB, OPTION THE CB.

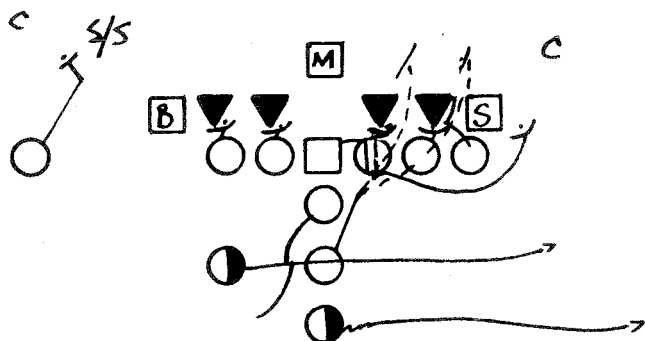
HB - RELEASE AND MAINTAIN PITCH RELATIONSHIP WITH Z BACK, 3 AND 3

FB - DIVE AT OG'S BUTT AND PICK OFF FIRST DEFENDER ACROSS FACE.

QB - OPEN WITH BACK TO HOLE, HAND OFF TO Z MAN.

40

I



OVER

OVERSTACK

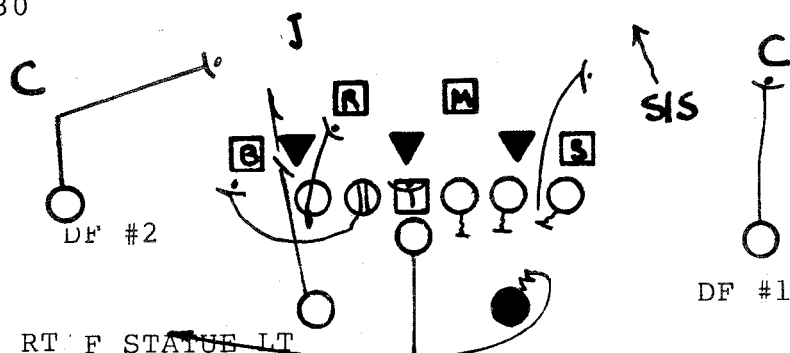
UNDER L

BEAR RED RT 90 BIM OPTION

BEAR RED RT 90 BIM      OPTION

UNDER L

30



PLAY: F STATUE RT/LT  
CPS: HB-DE DISAPPEARS.  
STAY ON COURSE AND BLOCK "  
FB - ALERT FOR SECURE HAND  
OFF

Y	PASS SET.	RELEASE	INSIDE	STUB	#	SAM
---	-----------	---------	--------	------	---	-----

ON T PASS SET # ROVER OR MAC (40)

ON G PASS SET # BUCK (30) # MAN ON V. EVEN

CENTER COVERED # MAN ON. UNCOVERED, PASS SET # BUCK

OFF G - # MAN OVER YOU

OFF T - # MAN OVER YOU

X BLOCK DF #2

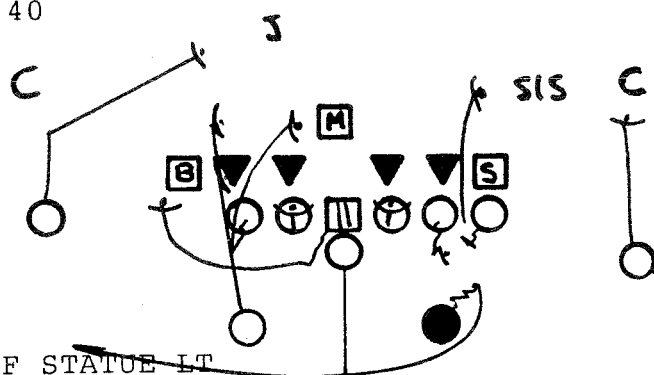
Z BLK DOWNFIELD #1

HB FLASH PASS PRO - BIM BLK DE. ALERT CHANGE FORMATION BC.

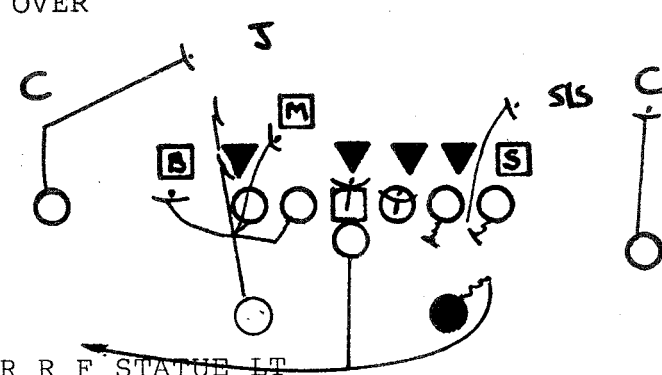
FB FLASH PASS PRO - RUN THE STATUE. MUST TIME IT. CHANGE FORM BLI

QB TAKE 5 QUICK STEPS. HAND OFF STATUE.

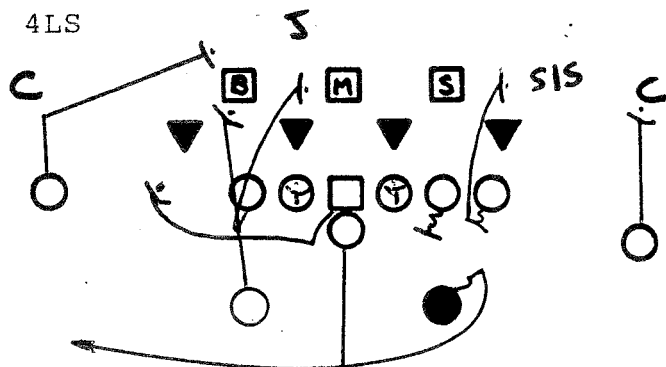
40



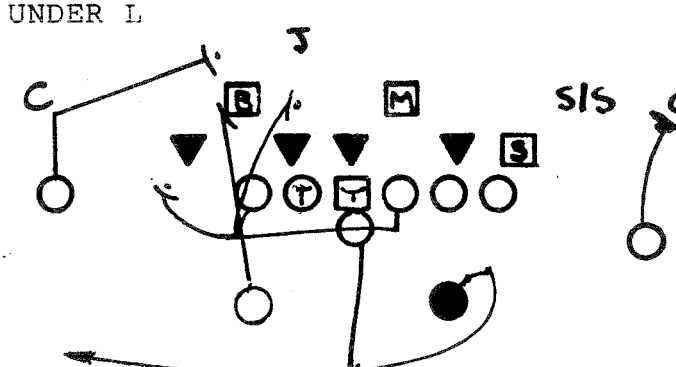
OVER



4LS

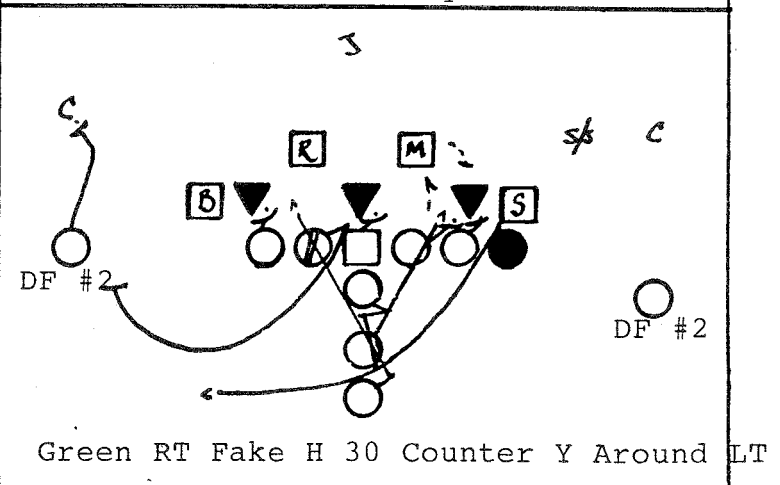
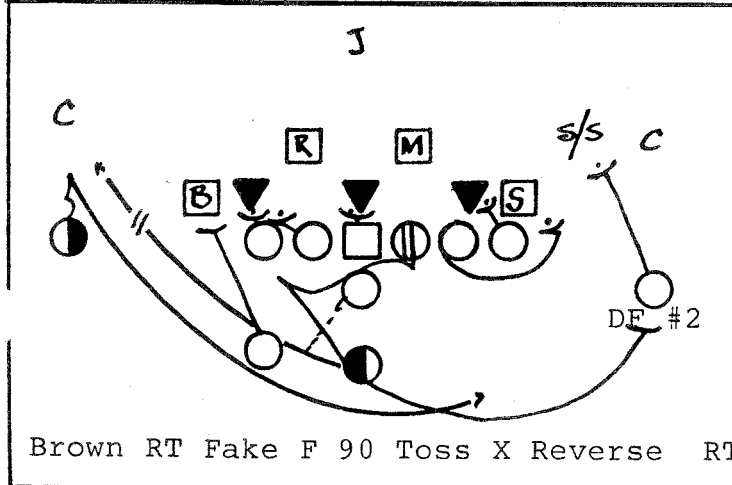
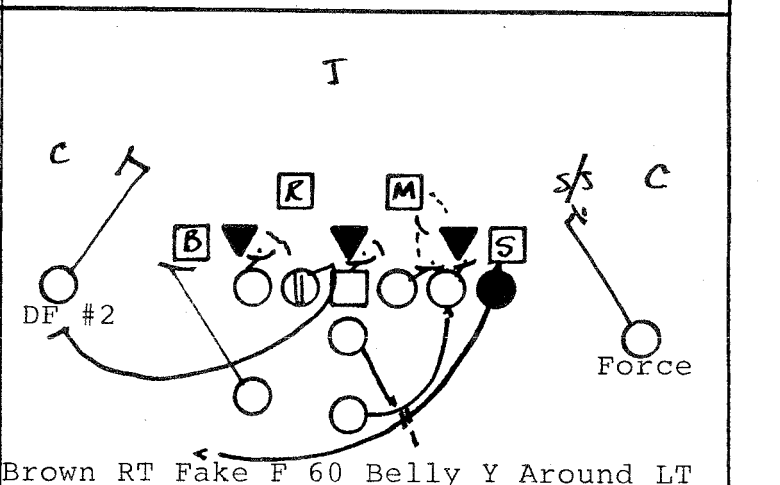
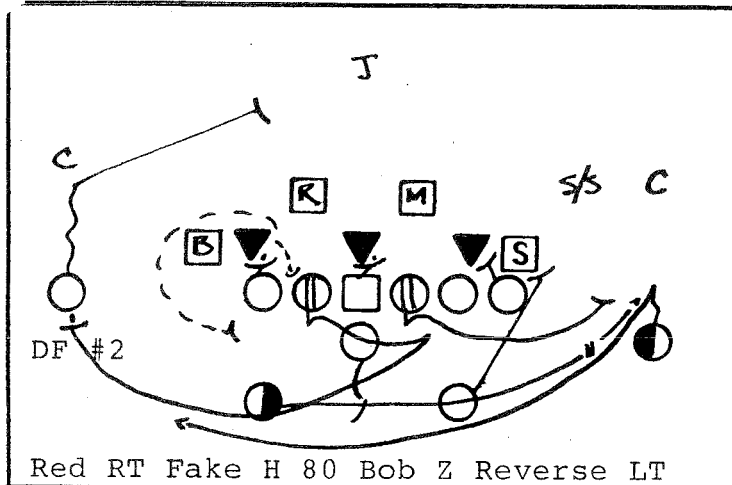
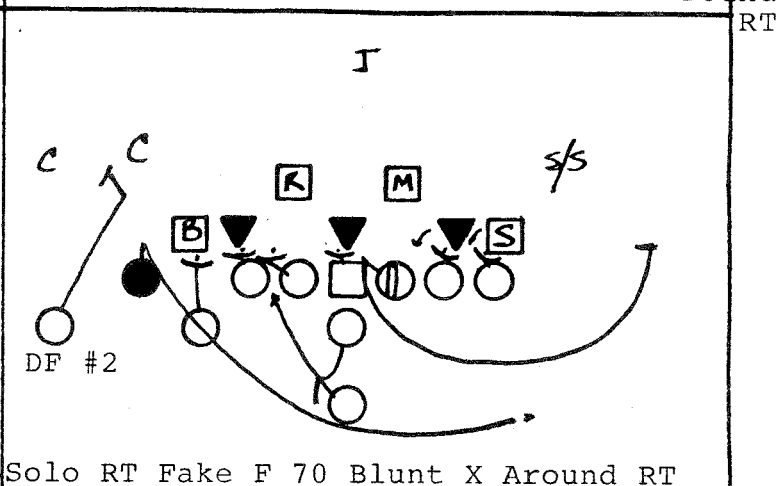
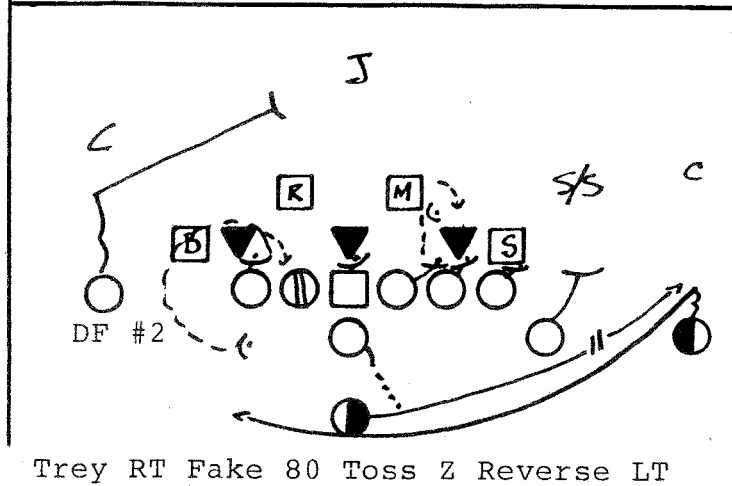
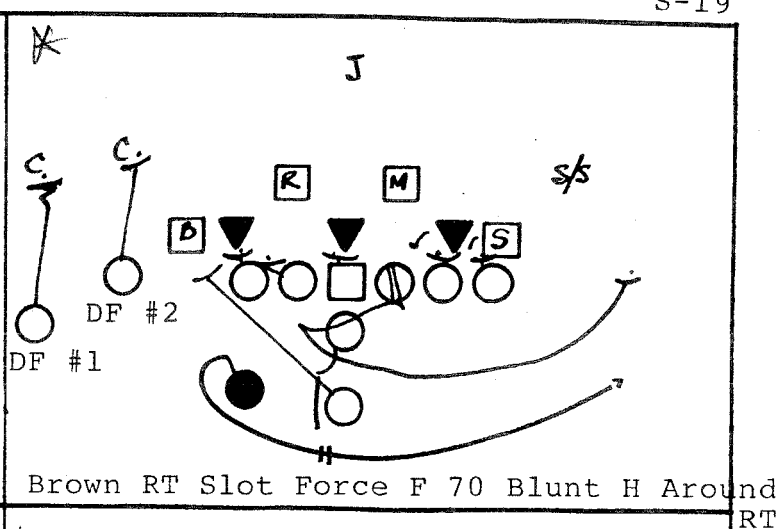
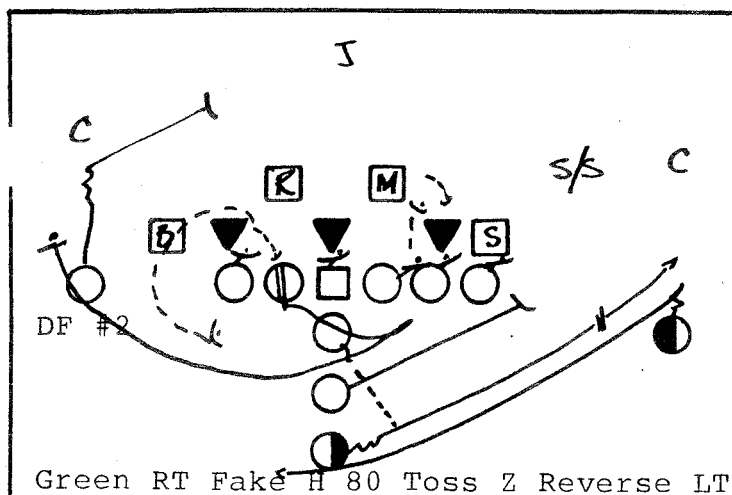


UNDER L



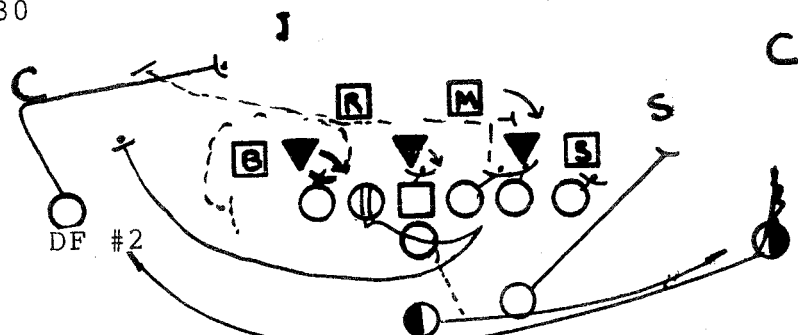
Formation Combinations/Alerts

Flex Off vs Nkl





30



PLAY: FK F 80 TOSS Z REV.I

CP'S = FB's AIMING POINT  
INSIDE SHOULDER OF "Z". "Z"  
AIMING POINT IS OUTSIDE  
SHOULDER OF FB. ONLY "Z"  
WILL ADJUST HIS ROUTE.

BLUE RT FAKE F 80 TOSS Z REV LT

Y - # MAN OVER. SELL 80/90 TOSS - GET HAT INSIDE.

ON T - # MAN OVER. V. UNDER: SWAP # WALL OFF DT.

ON G - COVERED: # MAN OVER. 3 OU, UNDER L 4LS, SWAP # - WORK TO OUTSIDE  
UNCOVERED: START RIM # - PULL - LEAD.

CENTER - COVERED: # MAN OVER. UNCOVERED: SLIP # - WORK TO OUTSIDE-SEAL

OFF G - COVERED: # MAN OVER. UNCOVERED: SLIP # - CUT OFF LBER OVER YOU

OFF T - # MAN OVER. V. 3OU 4LS: CUT OFF LBER OVER YOU.

X # DOWNFIELD #2

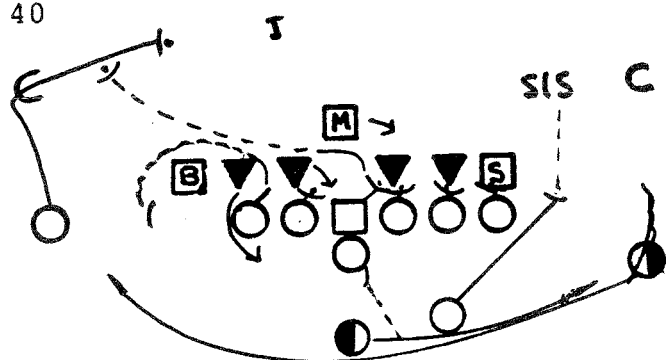
Z BALL CARRIER DRIVE OFF L.O.S. 2 STEPS. SPLIT NUMBER RULE.

HB BLOCK THE FORCE

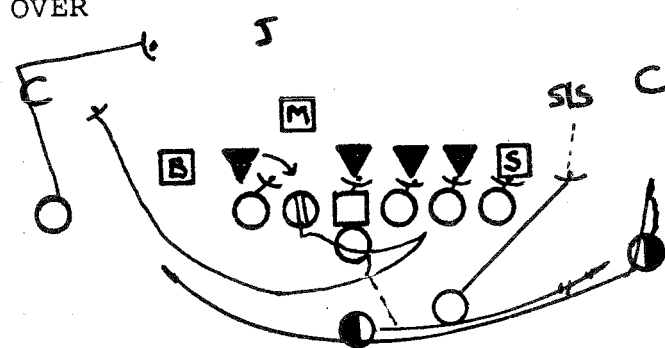
FB RUN 80 TOSS STRONG HAND OFF TO "Z".

QB RUN 80 TOSS STRONG GET DEEP.

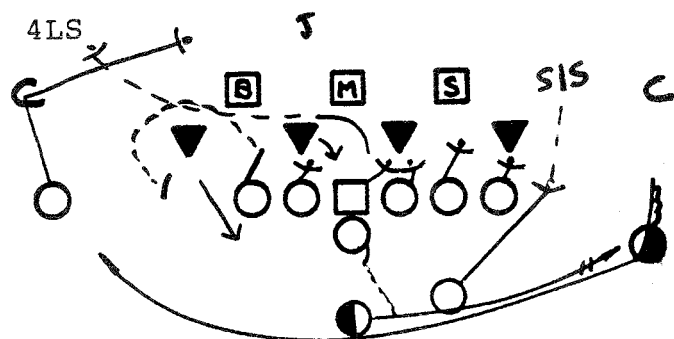
40



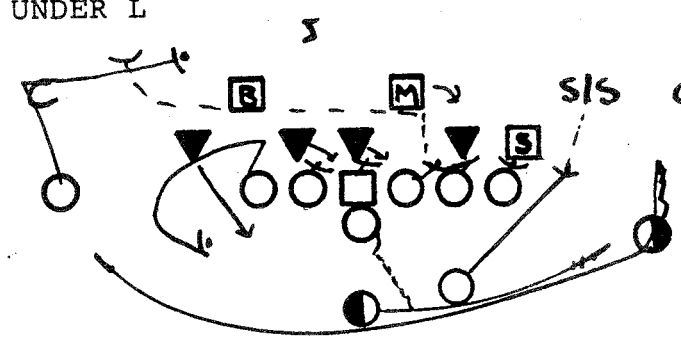
OVER



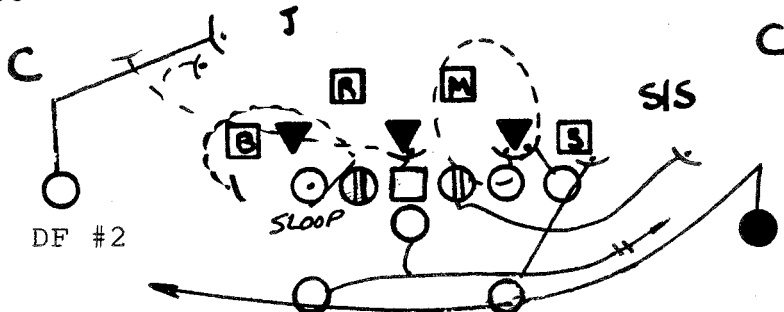
4LS



UNDER L



30



RED RT FAKE H 80 BOB Z REV LT

PLAY: FAKE 80/90 BOB  
 "Z" REVERSE LEFT  
 CPS: SELL 80 BOB  
 FB - FULL SPEED BOB BLK ON  
 STUB  
 HB - LOOK HAND OFF INTO  
 POCKET OF "Z"

Y

80 BOB

ON T

80 BOB

ON G

80 BOB

CENTER QUICK # MAN OVER, RELEASE ONSIDE TO LEAD OR SEAL. UNCOVERED:  
 # BACK - RELEASE.

OFF G - 80 BOB

OFF T - PULL FLAT. V. UNDER: CUT OFF DT.

X # DF #2

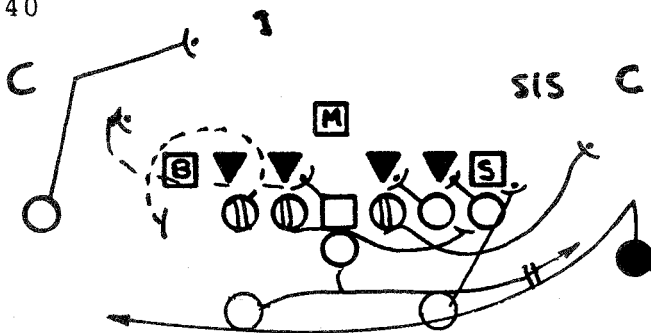
Z BALL CARRIER DRIVE OFF L.O.S. 2 STEPS - SPLIT NUMBER RULE.

HB RUN 80 BOB HAND OFF TO Z

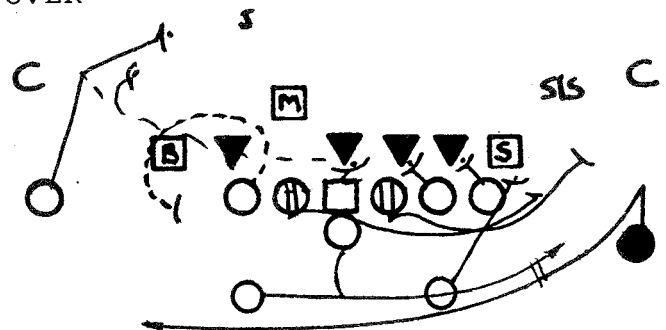
FB BLOCK 80 BOB

QB HAND OFF TO H. GET DEEP

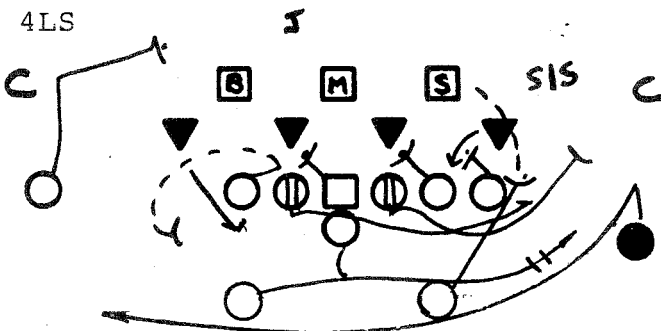
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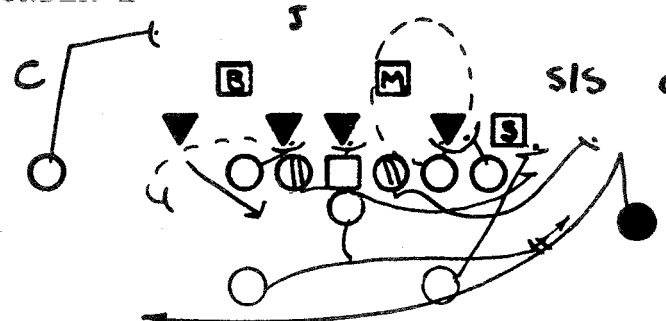
OVER



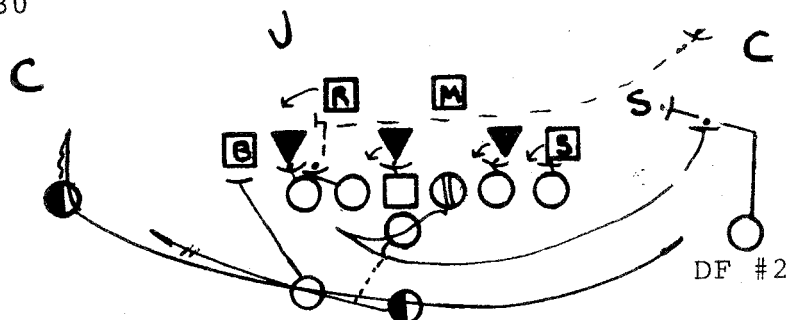
4LS



UNDER L



30



BROWN RT FAKE F 90 TOSS X REVERSE RT

PLAY: FAKE F 90 TOSS X REV  
RT. -

CP'S = FB'S AIMING POINT I  
INSIDE SHOULDER OF "X". "X"  
AIMING POINT IS OUTSIDE  
SHOULDER OF FB. ONLY "X"  
WILL ADJUST HIS ROUTE.

Y - # MAN OVER (SELL TOSS - WORK HEAD OUTSIDE). (POSS: TAKE #)

ON T - # MAN OVER. (POSS: TAKE - PULL LEAD TECH.)

ON G - COVERED: # MAN OVER. UNCOVERED: RIM #, PULL-LEAD.

CENTER - COVERED: # MAN OVER. UNCOVERED: STEP BACKSIDE-RELEASE LEAD SEAL. OR

OFF G - COVERED: # MAN OVER. UNCOVERED: SLIP #, RELEASE LEAD OR SEAL.

OFF T - # MAN OVER

X BALL CARRIER DRIVE OFF THE L.O.S. 2 STEPS-SPLIT NUMBER RUL

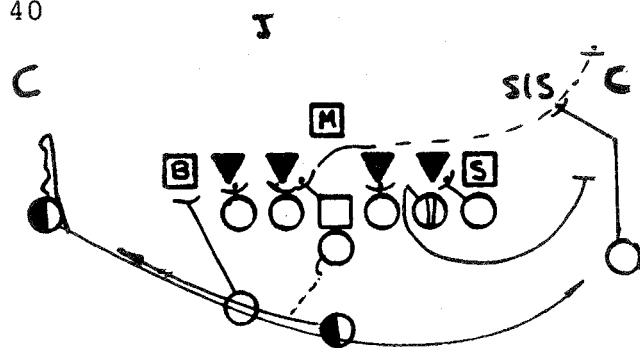
Z DRIVE CORNER OFF - # DE #2.

HB BLOCK "B" LINEBACKER - DO NOT ALLOW HIM TO PENETRATE

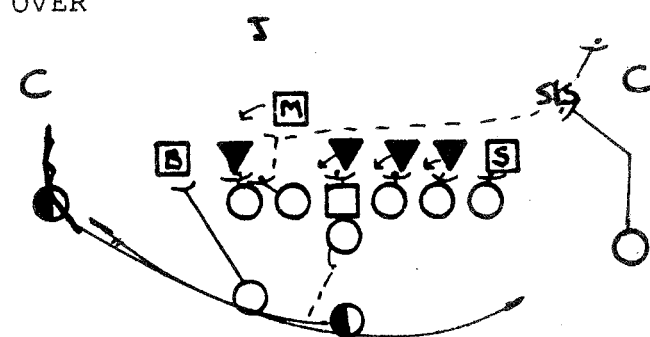
FB RUN 90 TOSS - HAND OFF TO "X" ON REVERSE

QB RUN 90 TOSS. GET DEEP.

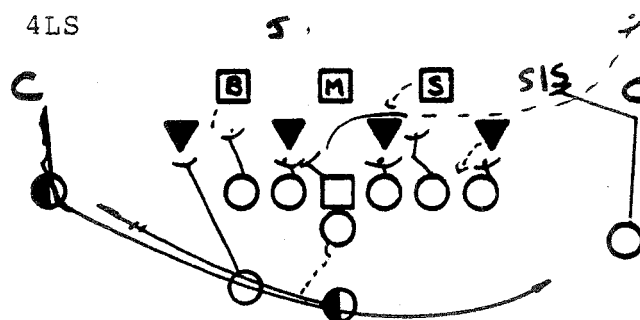
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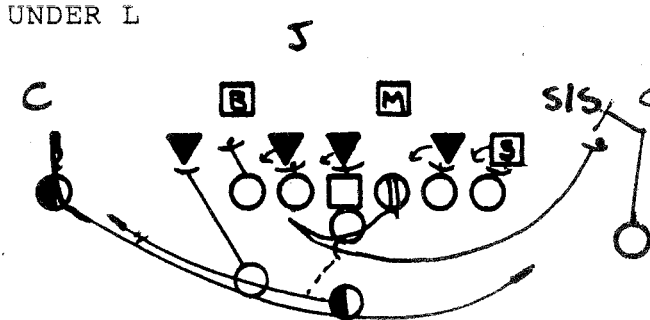
OVER



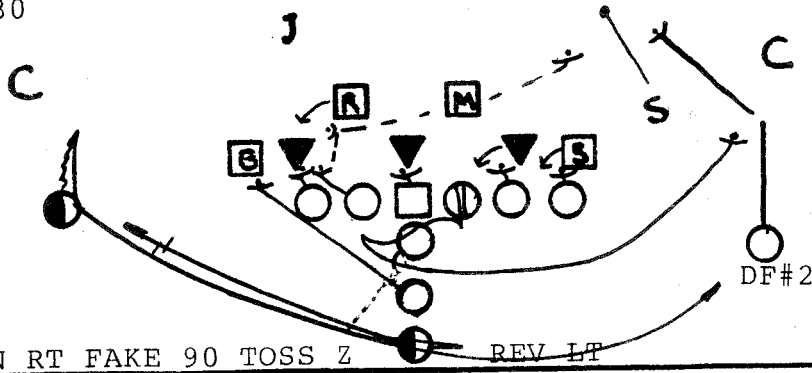
4LS



UNDER L



30

PLAY: FAKE H 90 TOSS X REV  
RT

CP's = HB's aiming point i  
inside shoulder of "X"  
"X's" aiming point is  
outside shoulder of HB.  
Only "X" will adjust his  
route.

GREEN RT FAKE 90 TOSS Z REV LT

Y - # MAN OVER (SELL FLIP - WORK HEAD OUTSIDE). (POSS: TAKE #)

ON T - # MAN OVER. (POSS: TAKE - PULL LEAD TECH.)

ON G - COVERED: # MAN OVER. UNCOVERED: RIM #, PULL-LEAD.

CENTER - COVERED: # MAN OVER. UNCOVERED: STEP BACKSIDE-RELEASE LEAD OR SEAL

OFF G - COVERED: # MAN OVER. UNCOVERED: SHIP #, RELEASE LEAD OR SEAL.

OFF T - # MAN OVER

X BALL CARRIER. DRIVE 2 STEPS DOWNFIELD, SPLIT NUMBER RULE.

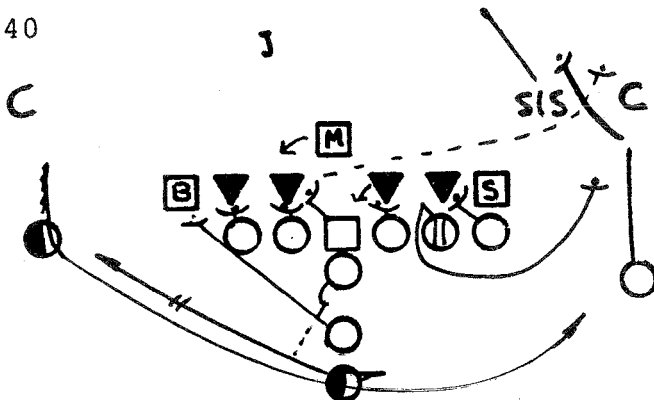
Z DOWN FIELD #2

HB -RUN TOSS HAND OFF TO "X".

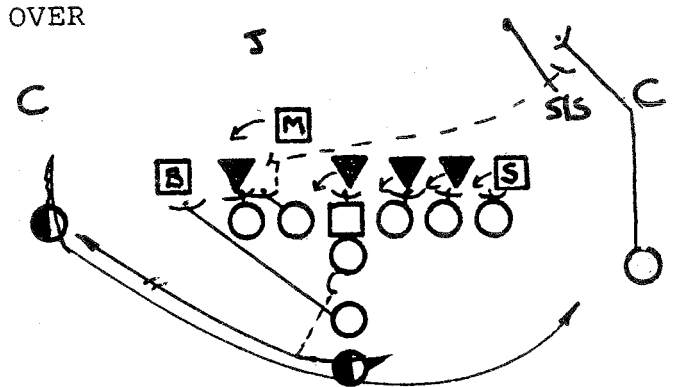
FB BLOCK TOSS

QB TOSS TO TB. GET DEEP

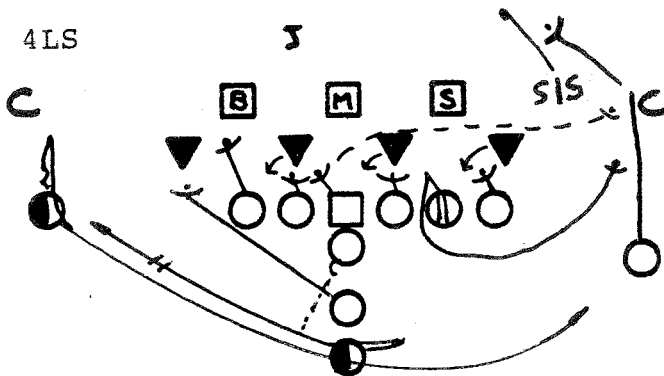
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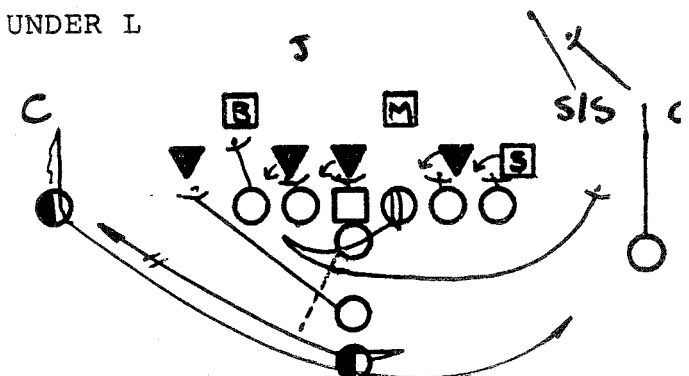
OVER



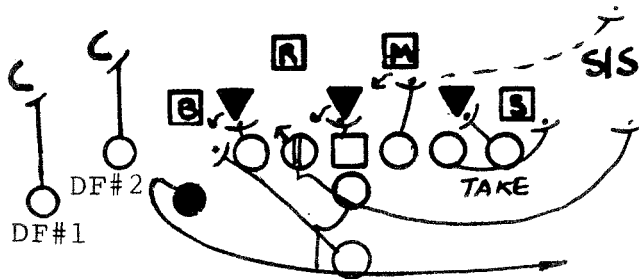
4LS



UNDER L



30



PLAY: FAKE 60/70

BLUNT H AROUND

CPS - NOT GOOD V. DE ALIGN  
ON Y.  
FB - MUST NOT ALLOW  
PENETRATION BY OUTSIDE  
LBER'S

SOLO RT FAKE 70 BLUNT H AROUND RT

Y

TAKE # INFLUENCE BLK BY GAME PLAN.

ON T

TAKE # INFLUENCE BLK BY GAME PLAN

ON G

BLOCK MAN OVER YOU. V. UNDER DEF. USE DOWNFIELD TECH.

CENTER

COVERED, BLOCK MAN ON YOU. UNCOVERED, BLOCK BACK

OFF G

PULL LEAD. COVERED - CENTER COVERED, # MAN OVER.

OFF T

BLOCK MAN OVER YOU. V. UNDER L BLOCK DE

X SLOT - DF #2/NORMAL DF #2.

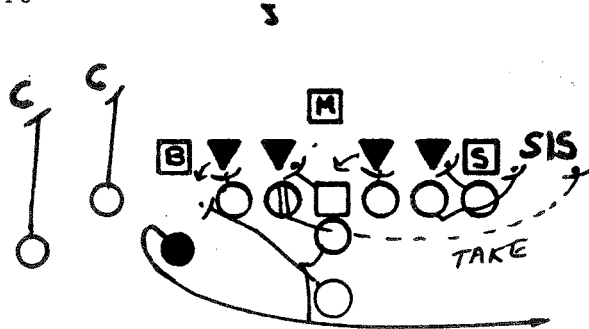
Z SLOT DF #1/ NORMAL DF #2.

HB STEP WITH OUTSIDE FOOT-VERY SHORT STEP-PIVOT ON SECOND STEP AS IT HITS. RUN AROUND.

FB FAKE 70 BLUNT - BLOCK BUCK.

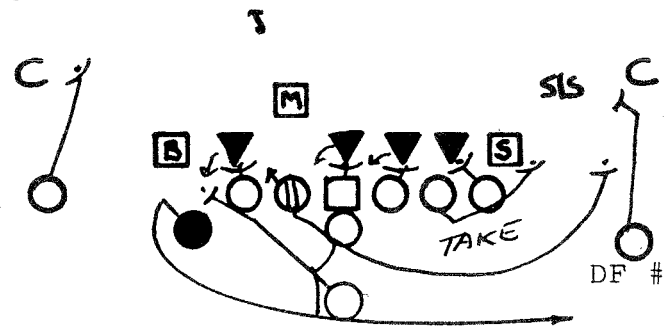
QB FAKE 70 BLUNT - HAND OFF TO HB ON AROUND.

40



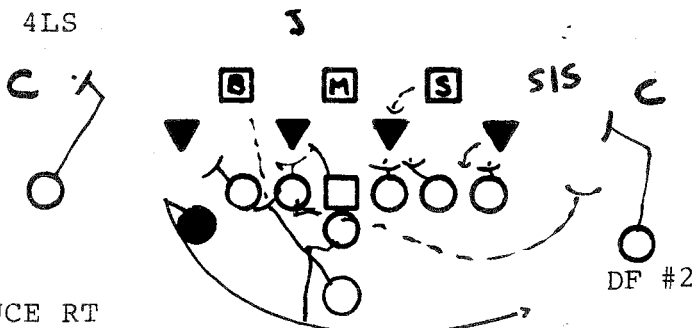
SOLO RT

OVER



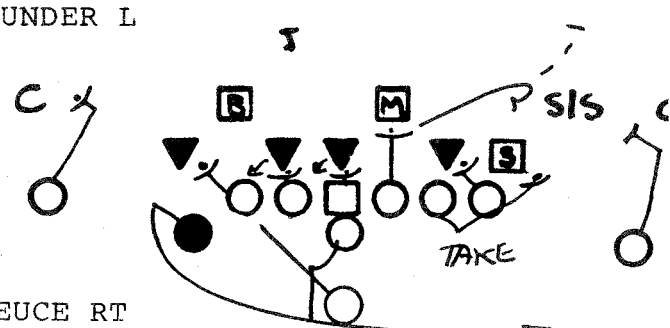
DEUCE RT

4LS



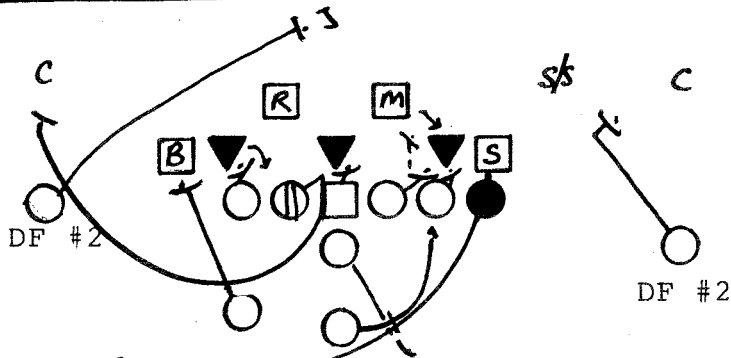
DEUCE RT

UNDER L



DEUCE RT

30



PLAY: Fake F 60/70 Belly Y  
Around LT.

BROWN RT FAKE 60 BELLY Y AROUND LT.

Y - BALL CARRIER

ON T - # MAN OVER YOU. (INFLUENCE HIM TO INSIDE GAP.)

ON G - COVERED: # MAN OVER YOU.  
UNCOVERED: PUNCH STEP - PULL LEAD

CENTER - # MAN OVER YOU. WORK DOWNFIELD IN FRONT OF BALL CARRIER.

OFF G - # MAN OVER YOU. SELL BELLY ACTION.

OFF T - # MAN OVER YOU. SELL BELLY ACTION

X - DOWNFIELD #2

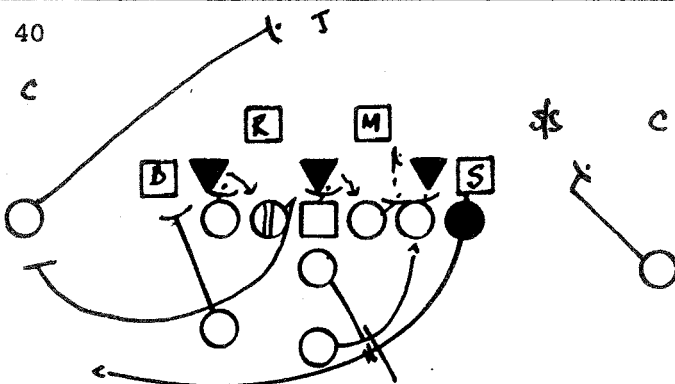
Z - BLOCK FORCE

HB - BOB BLOCK #3

FB - FAKE 60-70 BELLY

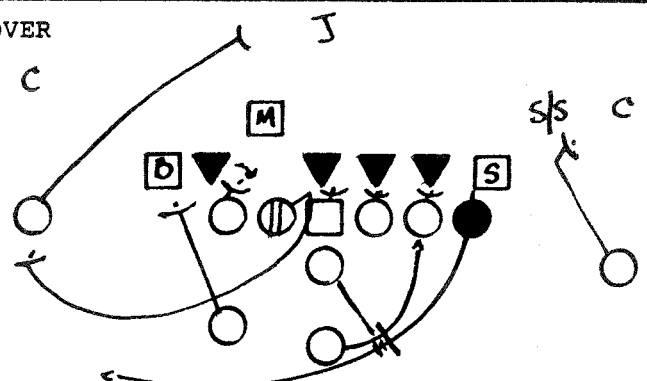
QB - OPEN OUT, FAKE 60/70 BELLY HAND OFF TO "Y" ON THE AROUND.

40



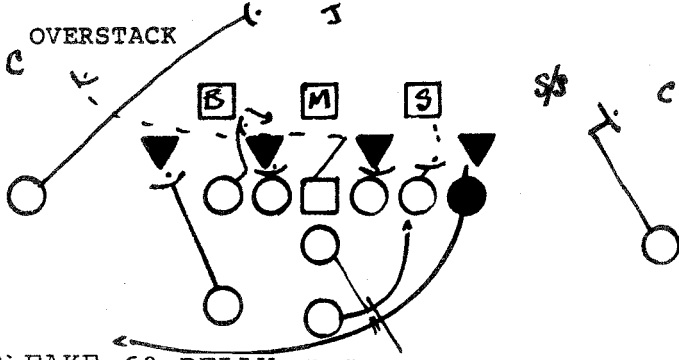
BR FAKE 60 BELLY "Y" AROUND LT

OVER



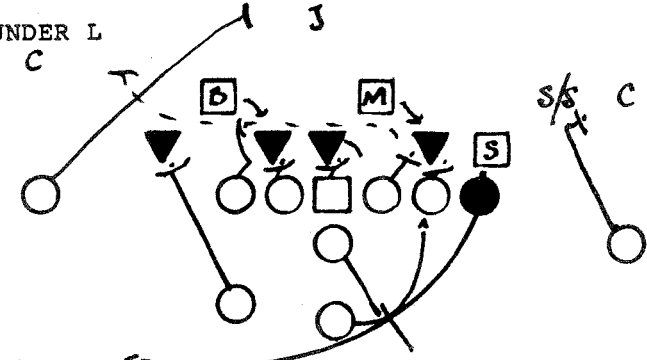
BR FAKE 60 BELLY "Y" AROUND LT

OVERSTACK



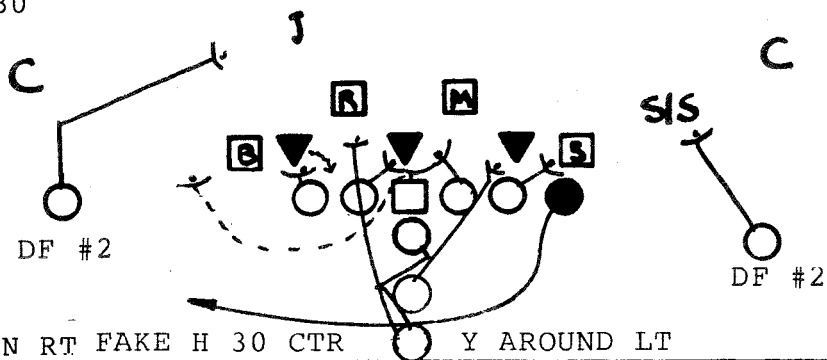
BR FAKE 60 BELLY "Y" AROUND LT

UNDER L



BR FAKE 60 BELLY "Y" AROUND LT

30



PLAY: FAKE H 30 CTR Y  
AROUND LT  
CPS: ONSIDE O.T. AND  
CENTER'S TECH. CRITICAL TO  
PLAY.  
FAKE 60 Y REVERSE LEFT  
(FROM BROWN)

GREEN RT FAKE H 30 CTR Y AROUND LT

Y BALL - CARRIER

ON T # MAN OVER YOU. USE AREA (SIFT) TECH. V. 40

ON G UNCOVERED, USE COB # TECH. COVERED, BLOCK MAN ON YOU

CENTER ONSIDE O.G. UNCOVERED, USE COB # TECH. OFFSIDE. O.G. UNCOVERED  
PULL FOR BUCK AREA. UNCOVERED PULL FOR BUCK

OFF G - COVERED, BLOCK MAN ON YOU. UNCOVERED, BLOCK DOWN ON N.T.

OFF T - FAN BLOCK - AGGRESSIVELY

X DOWNfield #2

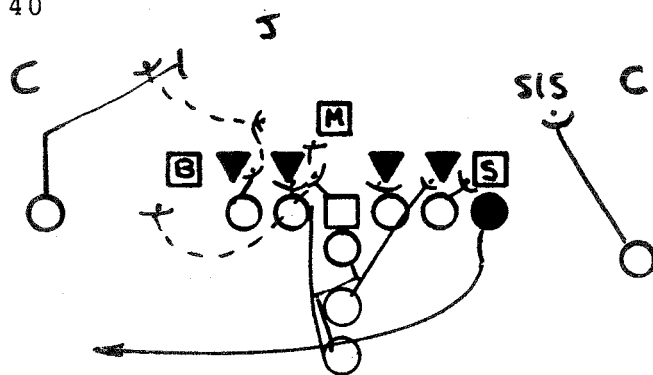
Z DOWNFIELD #2

HB FAKE H 30 CTR BLOCK "M" VS 4 MAN LINE. BLOCK "R" VS 3 MAN LINE

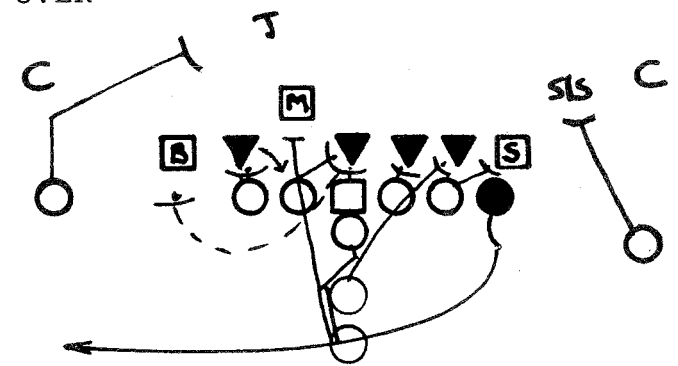
FB RUN H 30 CTR PLAY.

QB FAKE H 30 CTR GET DEPTH, HAND OFF TO "Y" ON REVERSE

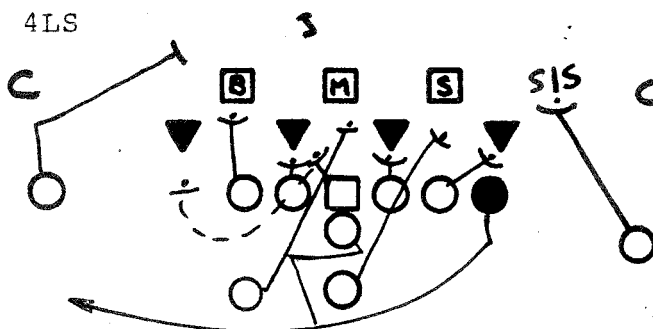
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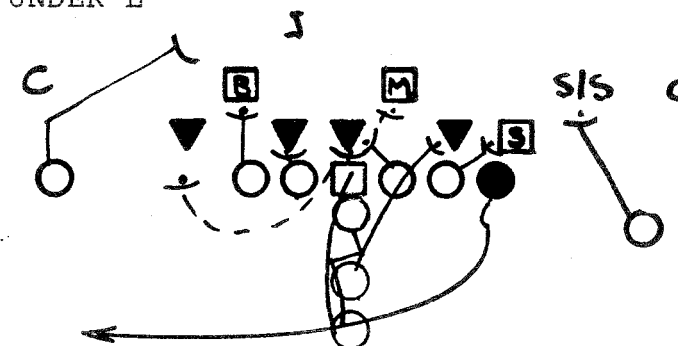
OVER



4LS



UNDER L



DROPPACK PASS

Protection

Backfield Action



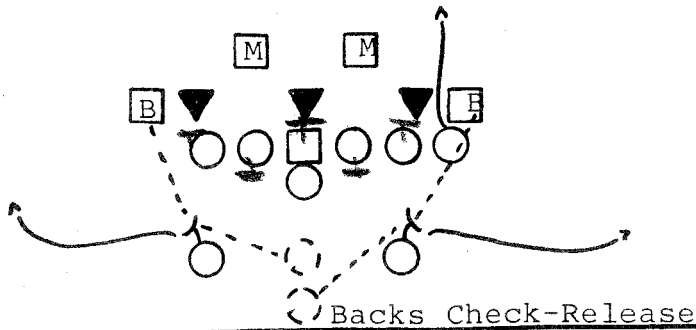
## Pass Protection Terms

<u>L-R</u>	Direction call by the offensive line to account for a loaded pass rush look.
<u>Check</u>	The back or TE checks his assigned LBkr for Dog/Blitz - None, release.
<u>Free Release</u>	The back or TE has no blocking assignment.
<u>Hot</u>	The back or TE has free release. Vs. dog/blitz sight adjust - look to the QB.
<u>Slow</u>	The TE checks assigned LBkr for dog - none, release.
<u>Stay</u>	The back/TE checks assigned LBkr for dog - none, stay in and block.
<u>Strike</u>	The TE(back) blocks the DE, the Tackle sets deep and checks the LBkr.
<u>Aggressive</u>	Backs drive toward their assigned LBkr and block - no dog run route. OL/TE set up on the L.O.S.
<u>Switch</u>	Tells the HB to cross behind the QB and execute assigned pass protection (pocket/scat/option/rip-liz). The FB crosses under the HB and executes assigned pass protection.
<u>Firm</u>	Medium Passing Game. The QB will be 5-7 yds. deep - 5 Step Drop. A Firm Pocket by the OL/Backs.
<u>Deep Drop</u>	Downfield Passing Game. The QB will be 7-10 yds. deep - 7 step drop. The pocket can stretch a little more, because the QB is deep.

### Pocket

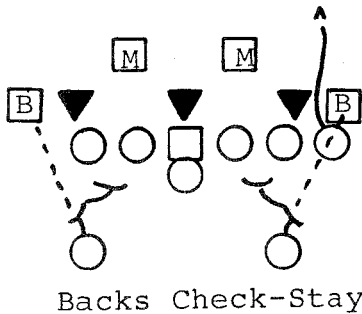
- 3 digit pass is pocket

Basic Man Protection - Tackles block the DEs. Guards - Center block 3 Middle Defenders 30/40. The backs block the outside LBKRS, No Dog - release. This is the basic 3 Digit Protection.



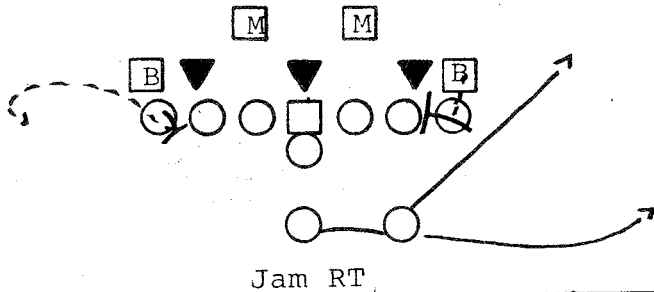
### Cup

Pocket Protection. Both backs stay and Block the most dangerous rusher.



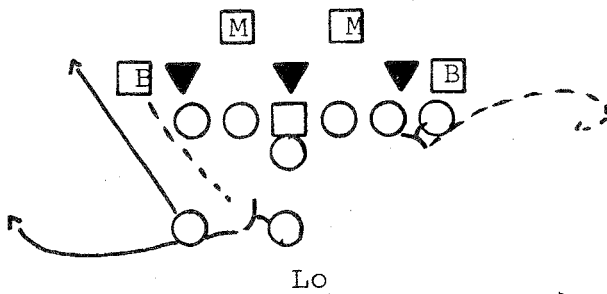
### Jam

Pocket Protection involving 2 TEs. TEs block the outside LBKRS (area with OT), No Dog - release/stay as assigned. Both backs free release to the call (Right (Left)).



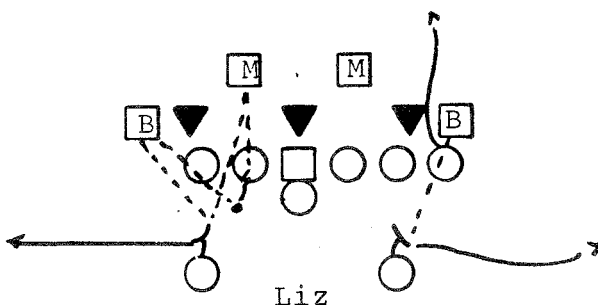
### Lo Hi

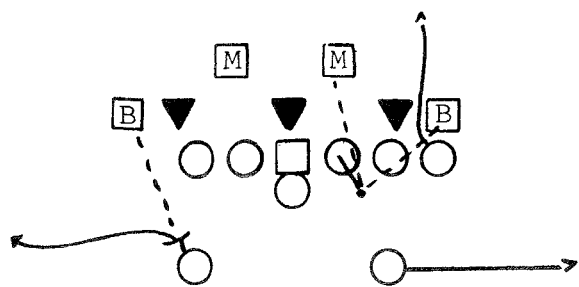
Pocket Protection. HB Free Release, FB check the outside LBKR to the call. Lo-Backs flow LT/Hi both backs flow RT. The TE away from the call Y/U check the LBKR over him (area with OT/Off-Man). No Dog/Blitz the FB/TE may release on an assigned pattern.



### Liz Rip

The back to the call (Liz-LT/Rip-RT) checks the inside LBKR for Dog, No Dog-Release. Inside LBKR Dog, check the outside LBKR, No Dog-Release. The inside Guard checks inside LBKR, No Dog-check outside LBKR. The back and line-men away from the call block pocket. Used vs 30 Front.

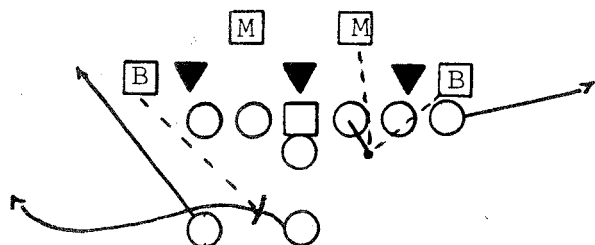




Scat Rt

### Scat RT/LT

Scat Protection. The back to the call has Free Release. The uncovered lineman to the call has dual pic-up (inside to outside LBKR). The back and lineman away from the call block pocket.

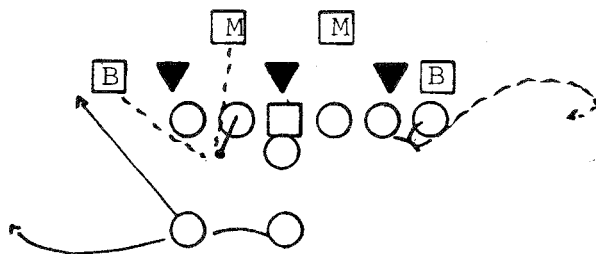


Lo 3 Digit

### Lo Hi 3 Digit

Scat Protection away from the Lo Hi Call Receiver away from the call is Free Release. HB Free Release, FB and Linemen away from Scat Block Pocket.

Lo 3 Digit-Scat RT/Hi 3 Digit-Scat LT

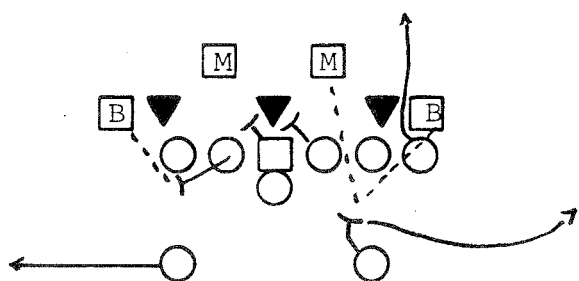


Lee

### Lee Ray (Scat LT/RT)

Scat Protection to the Lee Ray Call. HB and FB flow toward the call. Lee HB/FB flow LT. Ray-HB/FB flow RT. Both HB/FB have Free Release. TE(Y) and Linemen away from the call block pocket.

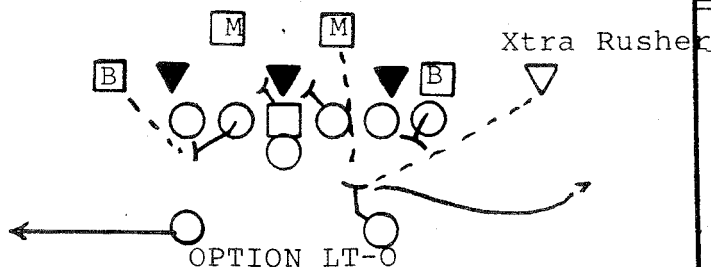
Lee - Scat LT/Ray - Scat RT.



Option LT

### Option RT/LT

Option Protection. The back to the call has Free Release. The uncovered Lineman to the call has Pic-up on the outside LBKR to the call. The back away from the call has Dual Pic-up.

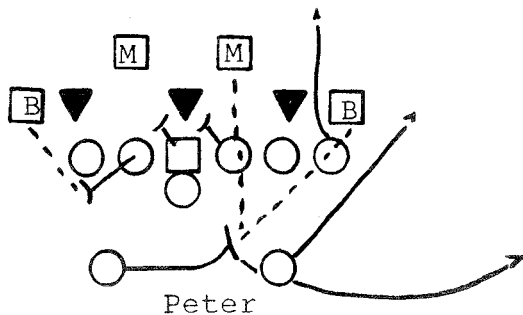


OPTION LT-0

### Option - 0

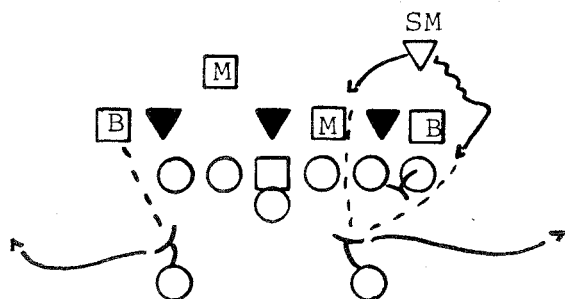
Option Protection. 0 as in OH makes the TE(Y/U) Slow-Block.

Example Opt LT 708.



### Peter-Paul

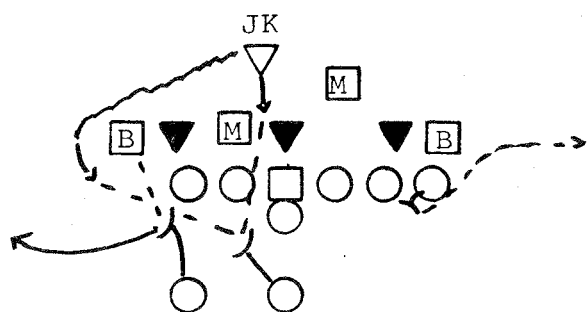
Option Protection. The onside back has Free Release. The offside back has Dual Pic-Up. Both backs flow to the call. The linemen away from the call has Pic-Up on the outside LBKR away from the call. Peter-option LT/ Paul-option RT.



### Max

Pocket Protection for the offensive line and HB position. The TE blocks the man over him,, the FB searches for the extra rusher to the strong side. No Dog/Blitz backs and TE release on assigned pattern.

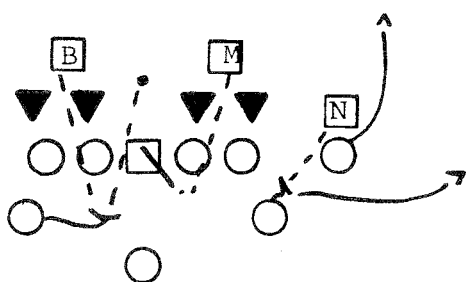
Extra Rusher Strong



### Easy

Pocket Protection for the offensive line and HB position. The TE blocks the man over him. The FB searches for the extra rusher to the weakside. No Dog/Blitz backs and TE release on assigned pattern

Extra Rusher Weak

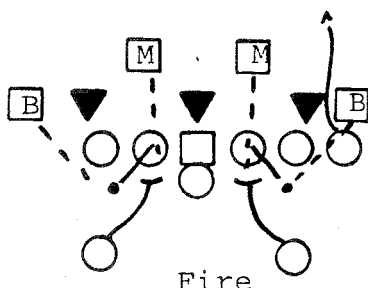


### Leo Rex

L.O.S. call that directs the Option Protection RT/LT. The onside back checks the outside rusher instead of a Free Release.

Leo - Option LT check/Rex-Option RT check.

Rex



### Fire

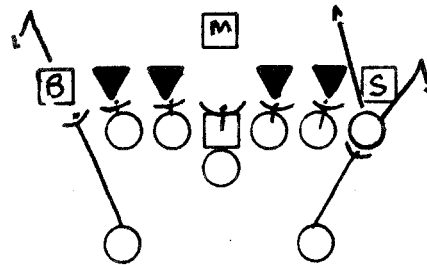
Basic vs 30 Look. Guards check OS LBKRS HB/FB check M LBKRS. Vs Front other than 30 Block Pocket.

Fire

Aggressive Pass Pro.  
 Backs Drive toward  
 assigned LBERS. No Dog-  
 Release.  
 Poss: Scat Pro used with  
 aggressive tech  
 No Fan - Zone all stunts  
 QB:  
 3/5 Step Drop behind  
 Center.

40

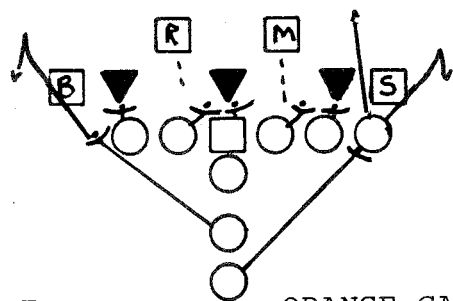
RED RT



121/212/222

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 - SHORT SET 1 YD - CHK MAC LBER-BE PREPARED TO HELP ( ANYTHING THAT SHOWS INSIDE. VS 30 - CALL ORANGE/YELLOW-TAK CALL SIDE AWAY. VS OVER - CALL ORANGE/YELLOW STRONG.
RT. GUARD	POSS: SCAT	AGGRESSIVE #: VS 40 - AIM HAT FOR DT's NO.S - KEEP HIM ON L.O.S. VS: 30 - SHORT SET - CHK LBER - WORK TO YELLOW/ORAN CALL.
LT. GUARD	POSS: SCAT	AGGRESSIVE #: VS 40 - AIM HAT FOR DT's NO.S - KEEP HIM ON L.O.S. VS: 30 - SHORT SET - CHK LBER - WORK TO YELLOW/ORAN CALL.
RT.TACKLE	FAN	AGGRESSIVE # VS 40 - AIM HAT FOR DE'S INSIDE TIT. KEEP HIM ON L.O.S. VS 30 - SAME AS 40. VS OS (STRONGSIDE) AGG. FAN
LT.TACKLE	FAN	AGGRESSIVE # VS 40 - AIM HAT FOR DE'S INSIDE TIT - KEEP HIM ON L.O.S. VS. 30 - SAME AS 40. VS OS (STRONG SIDE) AGG.FAN
Y		RUN PATTERN CALLED
HB/RB		AGGRESSIVELY SPRINT FOR YOUR OLB - MEET HIM AT L.O.S - DRIVE THROUGH HIS OUTSIDE THIGH PAD - IF LBER DROPS OFF - RUN QK HOOK
FB		AGGRESSIVELY SPRINT FOR YOUR OLB - MEET HIM AT L.O.S - DRIVE THROUGH HIS OUTSIDE THIGH PAD - IF LBER DROPS OFF - RUN QK HOOK

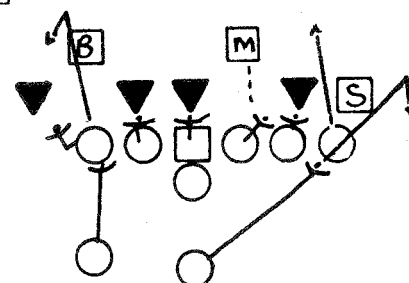
30



GREEN RT

ORANGE CALL

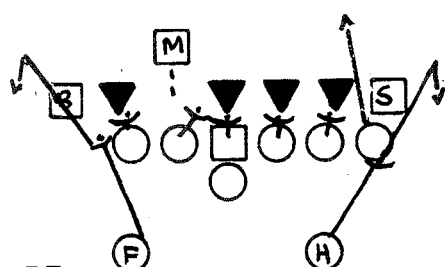
UNDER L



BROWN RT

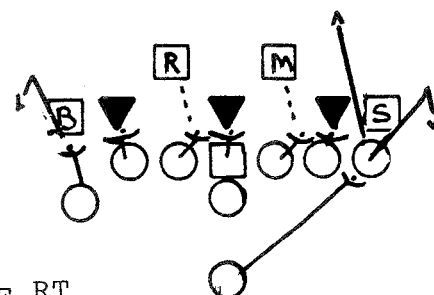
YELLOW CALL

OVER



CHANGE RT

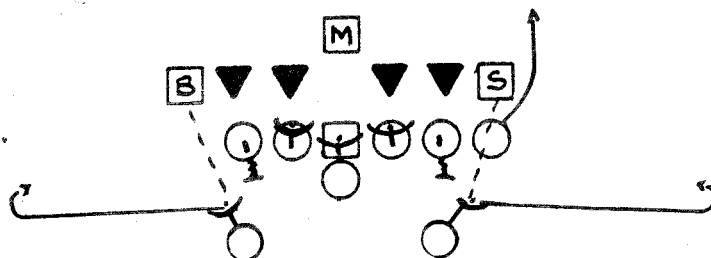
30



DEUCE RT

HB & FB Have OSLB Pick-Up. Possible Fan Blking Either Side VS. 30 Def. Fan 30U Wk Side. Fan Under L Wk Side. Fan 4LS Both Sides. Pocket Protection. Zone/except man T/E Stunt Alert Sink Looks QB 5/7 Step Drop Behind CTR

40

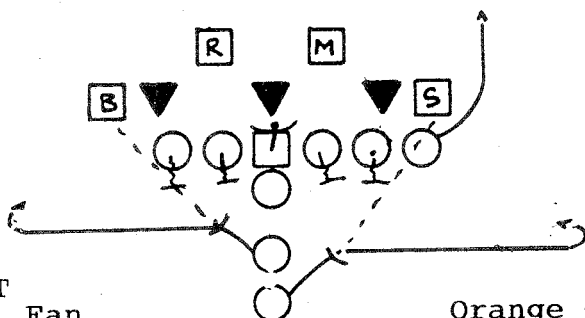


RED RT

Firm/Deep Drop

Position	Calls	Responsibilities/Coaching Points
Center	Orange Yellow	VS 40-Drop Off 1½-2 Yds-Check MAC LBer-Be Prepared to Help On Anything That Shows Inside. VS 30 - Call Orange/Yellow - Take Call Side Away
RT Guard		VS 40 - Reg. Pass Set - #DT - "Chill" Him on L.O.S.-Don't Allow Penetration. VS 30 - Drop Off 1½-2 Yds Chk Your LBer -Work to Your Outside(Orange Call).Help on Noseman(Yellow Ca
LFT Guard		VS 40-Reg Pass Set-# DT-"Chill Him on L.O.S."-Don't Allow Penetration. VS 30-Drop Off 1½-2 Yds-Check Your LBer-Help On Noseman(Orange Call).Work to Your Outside (Yellow Call)
RT Tackle	Fan V.OS	VS 40 - Reg Pass Set-Drop Off 1½-3 Yds-#DE.VS 30 - Take Shorter Pass Set-# DE. VS Overstack-Make FAn Adjust.-Reg. Pass Set - #DE.
LFT Tackle	Poss. Fan V.30	VS 40-Reg Pass Set-Drop Off 1½-3 Yds-#DE. VS 30 - Take Shorter Pass Set - # DE.VS Under - Fan - Reg Pass Set - Check Outside Defender.
Y		Run Pattern Called
HB		Check Buck: Run Flare route unless route called. Alert Fan.
FB		Check Stub: Run Flare route unless route called. Alert Fan.

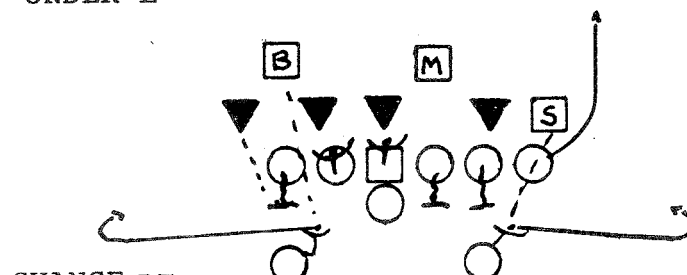
30



GR RT  
POSS: Fan

Orange Call

UNDER L

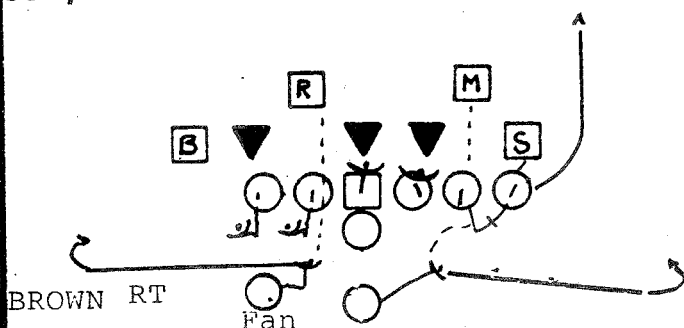


CHANGE RT

Fan

Yellow Call

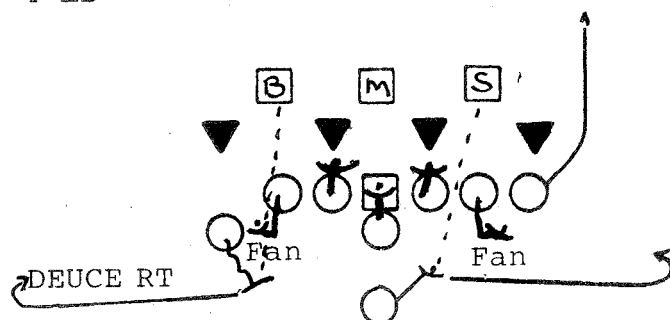
30 φ



BROWN RT

Fan

4 LS

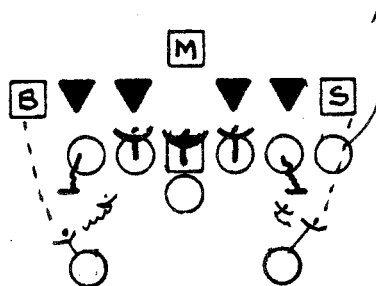


DEUCE RT

Fan

Fan

Cup. Pocket Protection  
Backs will Chk LBER's  
No Dog, then help with  
MDM Pick-Up.



QB:

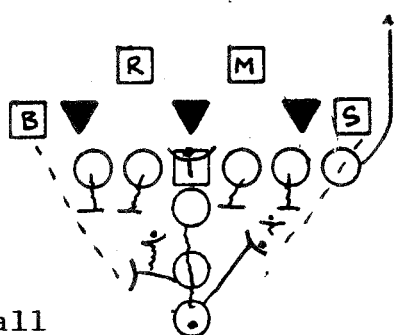
5/7 Step Drop Behind CTR.

RED RT

CUP

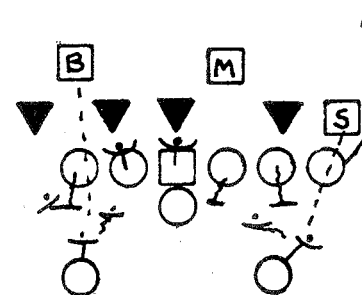
Position	Calls	Responsibilities/Coaching Points
Center	Orange Yellow	Pocket Protection
RT Guard		Pocket Protection
LFT Guard		Pocket Protection
RT Tackle	Poss: Fan VS 30	Same as Pocket Protection <u>Except</u> Your Back Will Help on MDM Possible Fan if Wk. Side VS 30.
LFT Tackle	Poss: Fan VS 30	Same as RT Tackle
Y		Run Pattern Called
HB		Alert Fan Check Buck-Work To a Position To Help on MDM-(DE or DT)-
FB		Alert Fan Check Stub - Work To a Position To Help on MDM - (DE or DT)

30



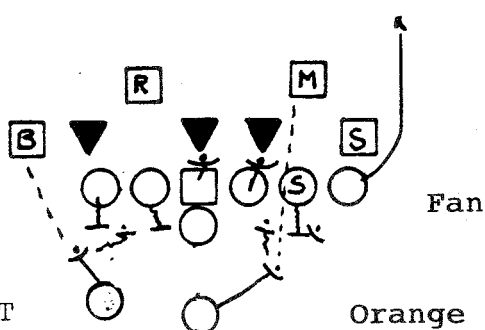
GREEN RT  
Yellow Call

UNDER L



CHANGE RT  
Yellow Call

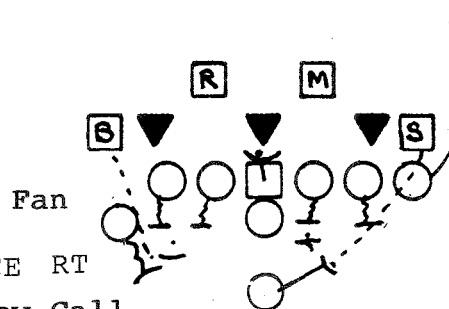
30 φ



BROWN RT

Orange Call

30 "FAN CALL"

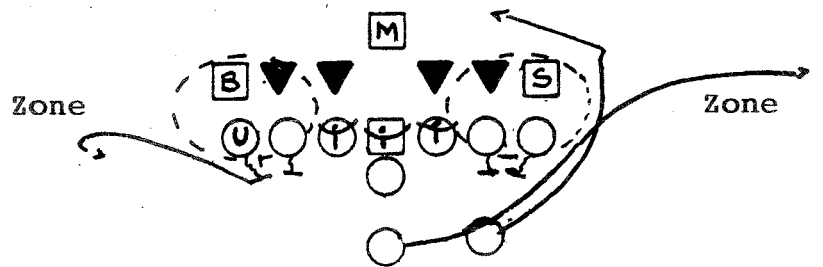


DEUCE RT  
Yellow Call

TWO TE' SLOW BLOCK OSLS.  
ZONE SOX & WOX. POSSIBLE  
STRIKE CALL BY OTs. HB&FB  
NO PICK-UP - FREE RE-  
LEASE. OFF. LINE POCKET  
PROTECTION. ALERT "STAY"  
CALL, STRIKE CALL.

QB: 5/7 Step Drop Behind  
CTR

40

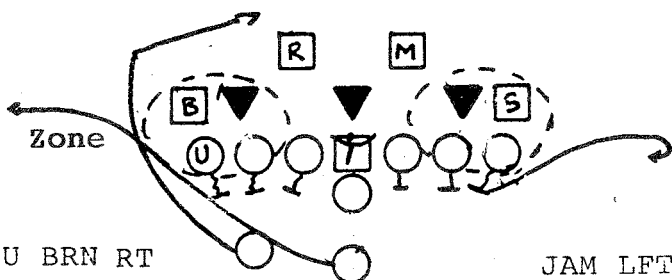


U BLUE RT

JAM RT

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	SAME AS POCKET PROTECTION
RT GUARD		" " " ALERT YELLOW/ORANGE
LFT GUARD		" " " ALERT YELLOW/ORANGE
RT TACKLE	"SOLID STRIKE"	SAME AS POCKET PROTECTION VS 40 & 30 WITH SLOW BLOCKING Y, U, WHEN Y, U/X IS STAYING. MAY CALL AXE
LFT TACKLE	STRIKE	SAME AS POCKET PROTECTION VS 40 & 30 WITH SLOW BLOCKING Y, U/X MAY CALL AXE WHEN Y, U/X IS STAYING.
Y, U/X		SLOW BLOCK - ALERT - "STAY" CALL ALERT STRIKE CALL. WHEN TO THE CALL STAY. AWAY FROM CALL, SLOW SHOOT
NEAR BACK		RUN CIRCLE ROUTE CALLED. YOU HAVE NO PICK-UP - FREE RELEASE
FAR BACK		RUN SHOOT OR ROUTE CALLED: YOU HAVE NO PICK-UP - FREE RELEASE

30

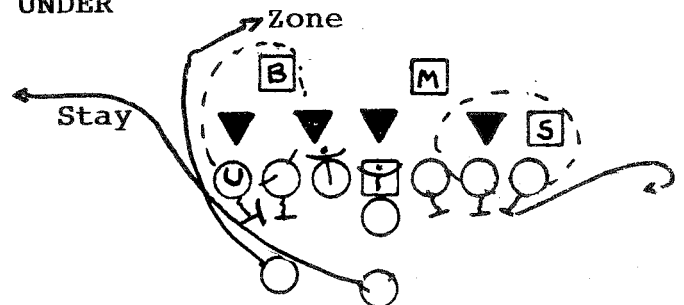


U BRN RT

JAM LFT

YELLOW CALL

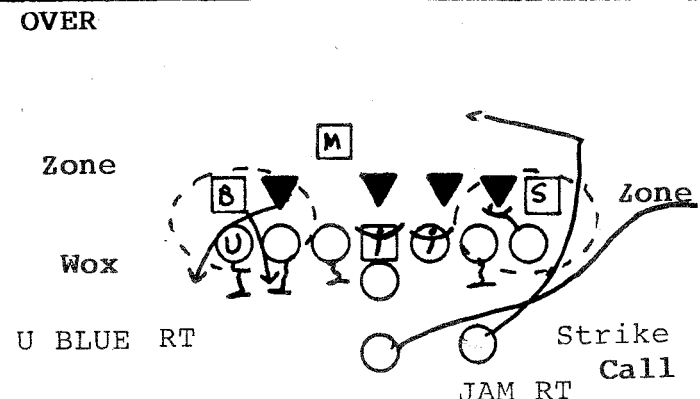
UNDER



U BRN RT

JAM LFT

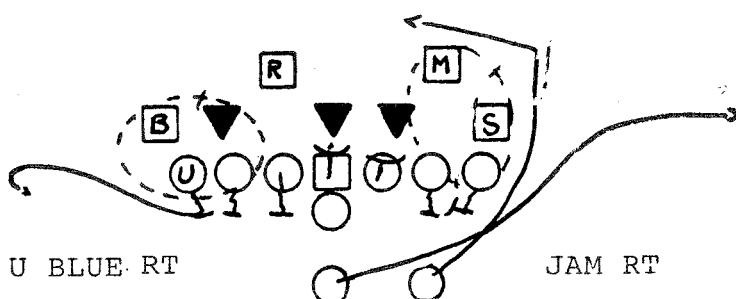
OVER



U BLUE RT

JAM RT  
Strike  
Call

No Sink



U BLUE RT

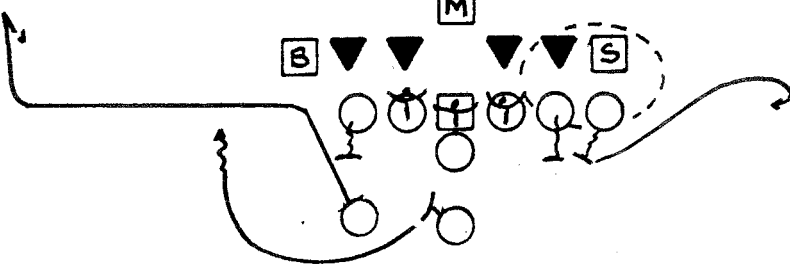
JAM RT



Backs Flow RT/LT Second  
Back has OSLB Pick Up to  
Weakside Y Slow Block -  
Area with O.T. Possible  
"STAY" Call for Y.  
Possible Strike Call for  
Y.

QB: 5/7 Step Drop Behind  
CTR.

40

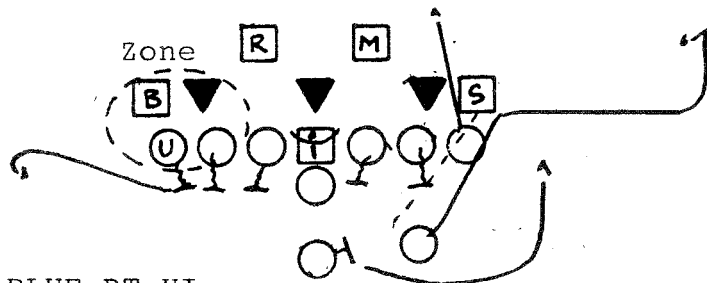


BROWN RT

LO

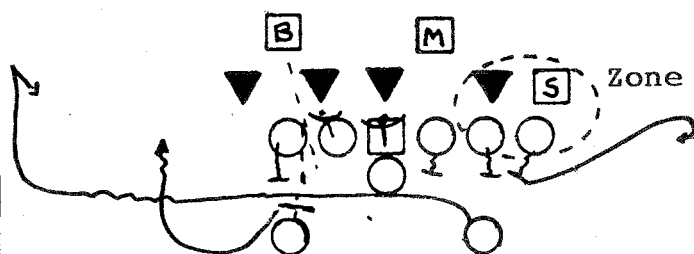
Position	Calls	Responsibilities/Coaching Points
Center	Orange Yellow	Same as Pocket Protection. Make Yellow/Orange Make Call Away from Y.
RT Guard		" "
LFT Guard		" "
RT Tackle	"Stay" STRIKE	Same as Pocket Protection VS 40 & 30 - Zone W/Y Your Side. "Stay" Call Y is Staying, May Call Axe.
LFT Tackle		Same as Pocket Protection
Y		Zone Any Stunts In Your Area W/Your Tackle Slow # - SLOW SHOOT ON TACKLE MAY CALL STRIKE. May use "Stay" Call. Y OFF THE L.O.S.: MAN PRO.
NEAR BACK		Run Drag or Route Called.
FAR BACK		Check OSLBF- Run M or Route Called. ALERT RIP/LIZ CALL

30



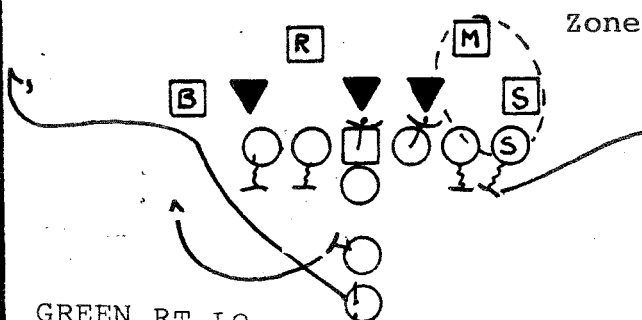
U BLUE RT HI

UNDER L



RED RT F LT LO

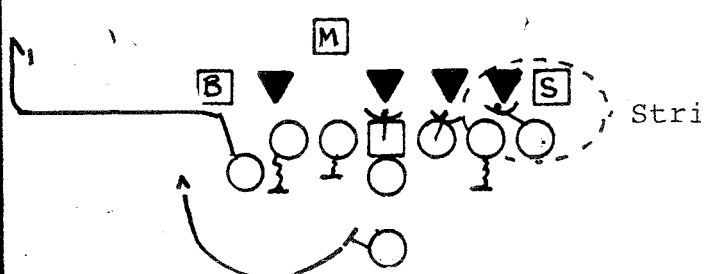
30 φ



GREEN RT LO

OVER

Call If DE  
TGT

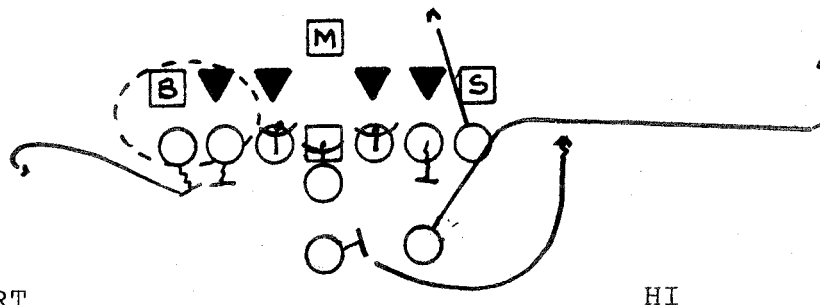


DEUCE RT LO

BOTH BACKS FLOW STRONG  
NEAR BACK HAS FREE RE-  
LEASE. FAR BACK HAS OSLB  
PICK-UP. Y HAS FREE RE-  
LEASE. U/X SLOW BLOCK.  
O LINE POCKET PROTECTION

QB: 3/5 Step Drop Behind  
CTR

40

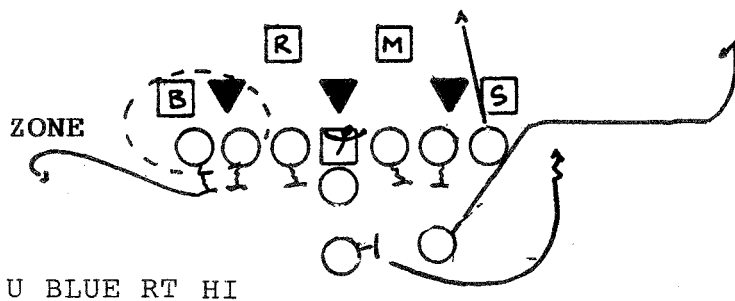


U BLUE RT

HI

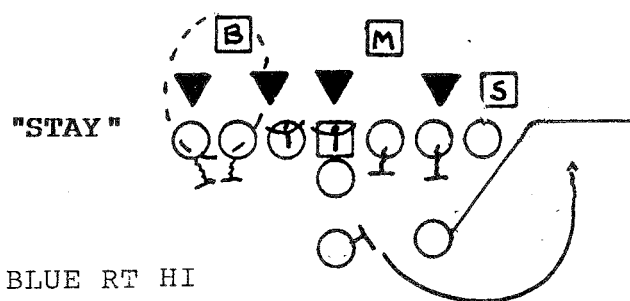
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS	
CENTER	ORANGE YELLOW	SAME AS POCKET PROTECTION	
RT GUARD		" " "	ALERT YELLOW/ORANGE
LFT GUARD		" " "	ALERT YELLOW/ORANGE
RT TACKLE	STRIKE	SAME AS POCKET PROTECTION VS 40 & 30 WITH U/X SLOW BLOCKING BACKSIDE VS UNDER DEF. U/X IS STAYING. MAY CALL OSLB D.E. LOOK	
LFT TACKLE	STRIKE	SAME AS POCKET PROTECTION VS 40 & 30 WITH U/X SLOW BLOCKING BACKSIDE MAY CALL STRIKE V NORMAL OSLB - D.E. LOOK	
TWO Y TE'S	"STAY" STRIKE	Y FREE RELEASE RUN ROUTE CALLED.	U/X SLOW BLOCK-ALERT "STAY" CALL - OR STRIKE CALL. NO CALL - SLOW SHOOT
NEAR BACK		RUN DRAG OR ROUTE CALLED: YOU HAVE NO PICK-UP - ALERT CHANGE	
FAR BACK		CHECK OSLB RELEASE RUN M OR ROUTE CALLED - ALERT CHANGE	

30



U BLUE RT HI

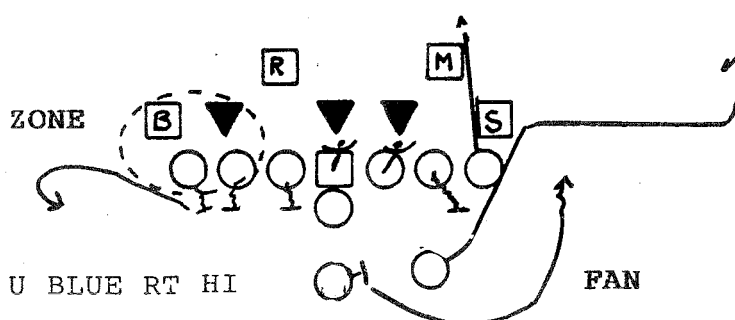
UNDER



U BLUE RT HI

30 φ

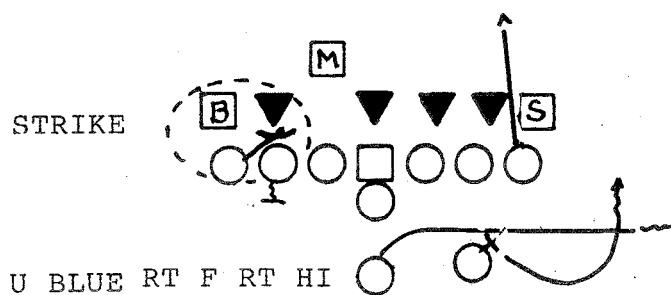
FB



U BLUE RT HI

FAN

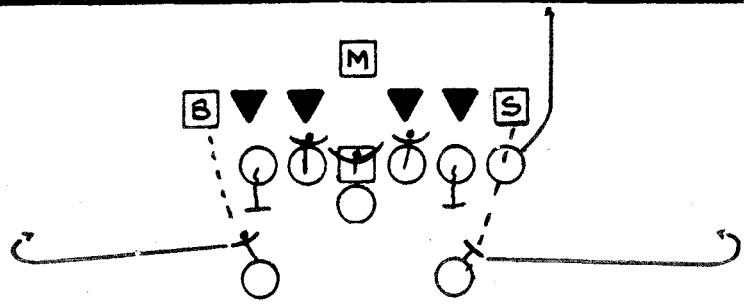
OVER



U BLUE RT F RT HI

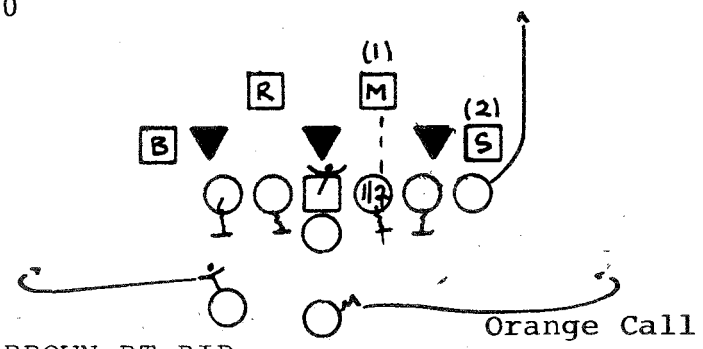
**Strongside Liz/Rip**  
 STG Call Back & Call Guard  
 Dual Read MAC and Out-  
 side LB for Pick-Up and  
 Release Responsibility.  
 If Strong Side O.G. is  
 Covered, Liz/Rip is Off.  
 QB: 5/7 Step Drop Behind  
 CTR

40

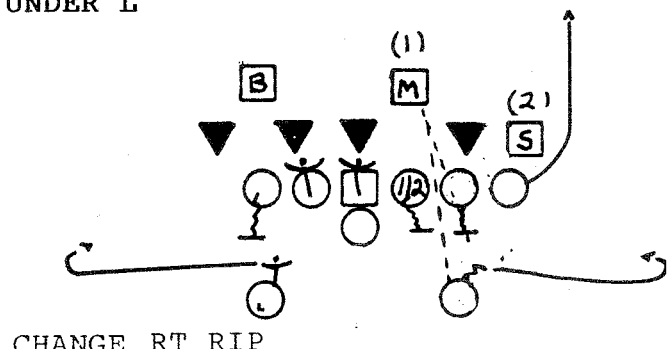


Position	Calls	Responsibilities/Coaching Points
Center	Orange Yellow	VS 40 Revert to Pocket Protection. Covered: Block Man On, Favor Call Side. VS 30 - Call Yellow/Orange to Liz/Rip Side.
RT Guard		Covered: Pocket Pro. Uncovered: Rip(Your Side)-Check LB Over You - If he Drops Off Look For Outside LB. (Liz(Away), Help On NT to D.E.
LFT Guard		Covered: Pocket Pro. Uncovered: Rip(Away) -Help on Nose to DE. Liz(Your Side) Dual Read. Check LB Over You - If He Drops Off Look For Outside LB.
RT Tackle	Fan	VS 40 - Pocket Pro. VS 30 - Rip(Your Side)-Take Shorter Pass Set - #DE. Liz (Away), Pocket Protection. Fan Block DBL Sink and Onside of 30 Ø.
LFT Tackle		VS 40 - Pocket Pro. VS 30-LIZ (Your Side). Shorter Pass Set - #DE. Rip(Away) Pocket Protection. Fan Block DBL Sink and Onside 30 Ø.
Y		Run Route Called.
HB		Pocket Protection. Flare or Route Called.
FB		Check Inside LB - If He Drops, Run Flare or Route Called. I Inside LB Blitzes Check Outside LB - Release

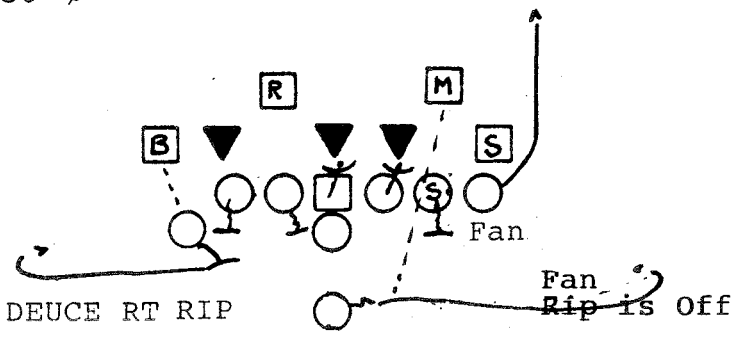
30



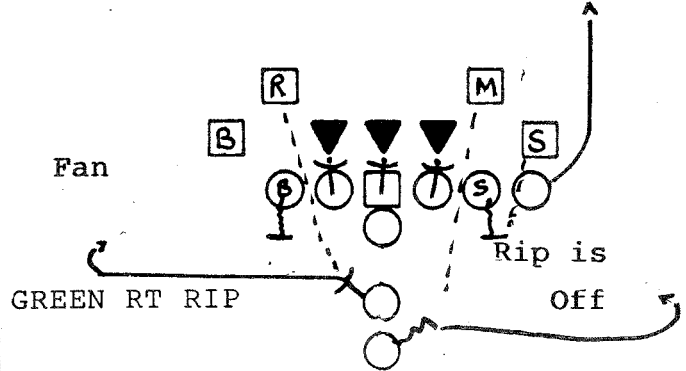
UNDER L



30 Ø

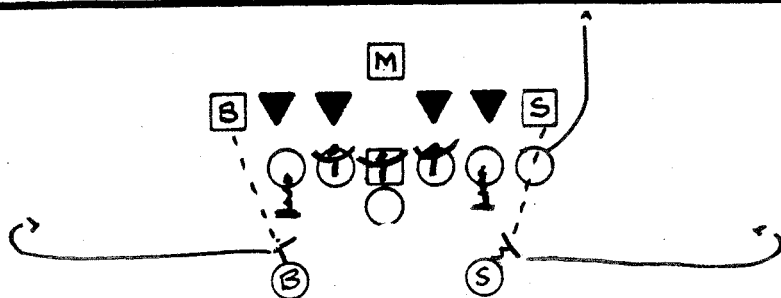


DBL Sink



Weakside Liz/Rip  
WK Side Back to Wk. Guard  
Dual Read Inside LBer and  
Outside LBer for Pick-Up  
& Release Responsibility.  
If Weak Side O.G. is  
Covered, Liz/Rip is Off.

40



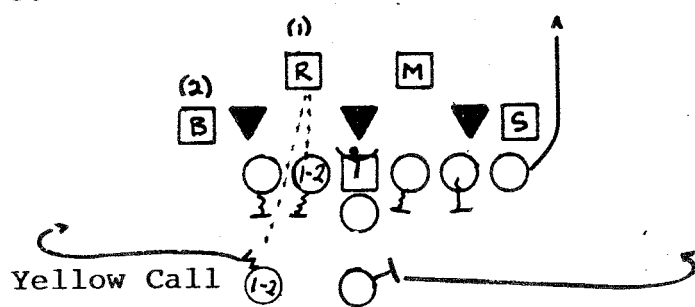
Liz/Rip is Off V.40

RED RT Liz

QB 5/7 Step drop behind CTR

Position	Calls	Responsibilities/Coaching Points
Center	Orange Yellow	VS.40 Revert to Pocket Protection. Covered: Block Man On, Favor Call Side. VS.30 - Call Yellow/Orange to Liz/Rip Side
RT Guard		Covered: Pocket Pro. Uncovered: Your Side, - Chk LB Over You-If He Drops Off Look For Buck. Away from you, help
LT Guard		Covered: Pocket Pro. Uncovered: Your Side, - Chk LB Over You - If He Drops Look For Buck. Away from You, help NT To De. <span style="border: 1px solid black; padding: 2px;">on NT to DE.</span>
RT Tackle	Fan	VS 40 - Pocket Pro. VS 30-Rip(Your Side)-Take Shorter Pass Set - #DE. Liz(Away)-Pocket Protection-Fan V.DBL. Sink
LFT Tackle		VS 40 - Pocket Pro. VS 30 - Liz(Your Side) -Take Shorter Pass Set #DE. Rip(Away) - Pocket Protection - Fan V.DBL Sink
Y		Run Route Called
HB		Chk Inside LB. - If He Drops, Run Flare or route called; if Inside LB Blitzes Check Buck. 40 Def: Pocket Protection
FB		Pocket Protection - Alert Fan. Run Flare or route called

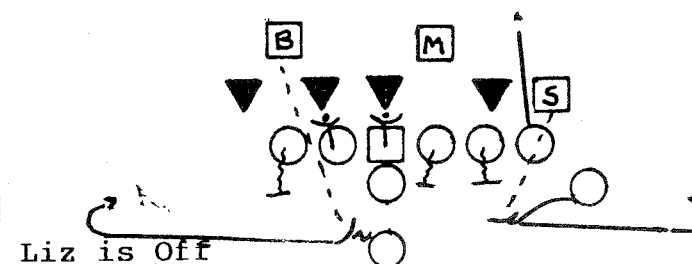
30



Yellow Call

BROWN RT LIZ

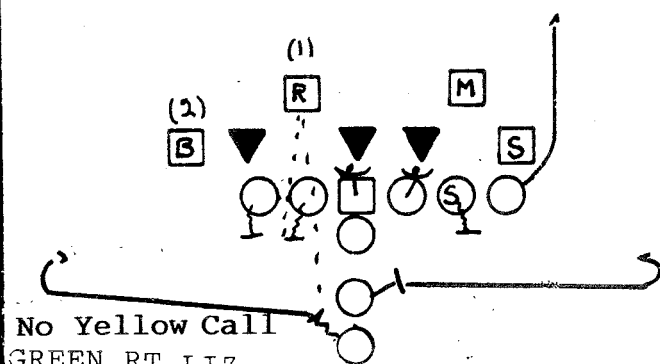
UNDER L



Liz is Off

TREY RT LIZ

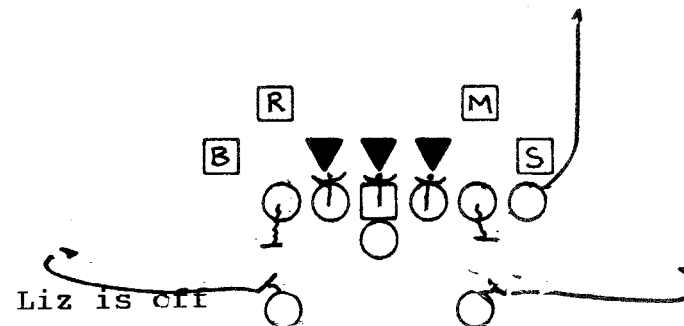
30



No Yellow Call

GREEN RT LIZ

Dbl. Sink



Liz is off

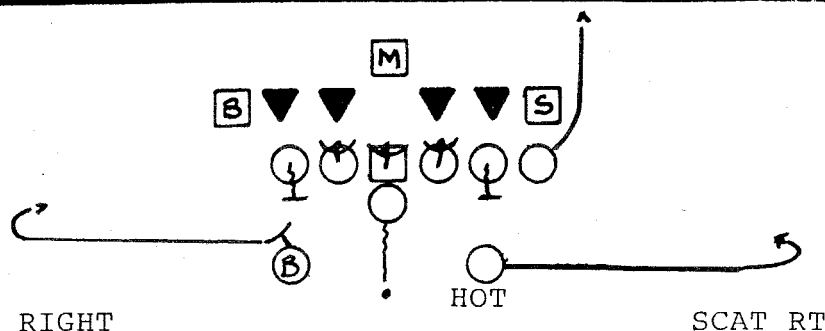
RED RT LIZ

HB/FB

TO SIDE OF CALL HAS FREE  
RELEASE. STG. SIDE  
GUARD HAS DUAL READ-PICKS  
UP MDM CAN USE AGG. SCAT  
PROTECTION BY CALLING  
3 DIGIT 222/212

QB 3/5/7 STEP DROP BEHIND CTR

40

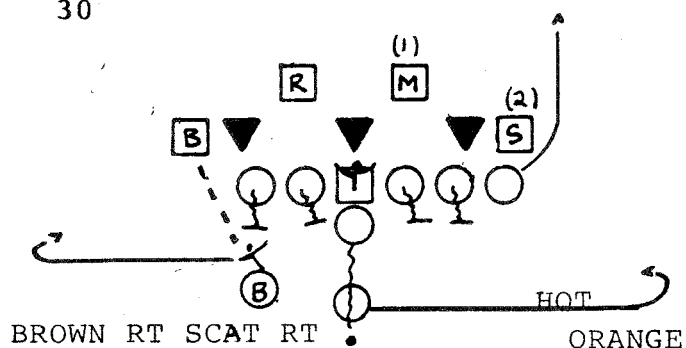


RED RIGHT

SCAT RT

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	ORANGE YELLOW	VS 40 - POCKET PRO. VS 30, CALL ORANGE/YELLOW TO SCAT SIDE TAKE AWAY CALL SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, DUAL READ-- PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO. ALERT YELLOW/ORANGE
LFT GUARD		VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, DUAL READ-- PICK UP MDM. CALL AWAY FROM YOUR SIDE POCKET PRO. ALERT YELLOW/ORANGE
RT TACKLE	FAN	VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, SET SHORTER # DE. 30 $\phi$ FAN CALL AWAY FROM YOU - POCKET PRO. ALERT YELLOW/ORANGE
LFT TACKLE	FAN	VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, SET SHORTER # DE. CALL AWAY FROM YOU - POCKET PRO
Y		RUN ROUTE CALLED
OFFSIDE BACK		ALERT STAY AS GAME PLAN AUTOMATI CHECK OSLB - FLARE
ONside BACK		FREE RELEASE - FLARE OR ROUTE CALLED. ALERT HOT.

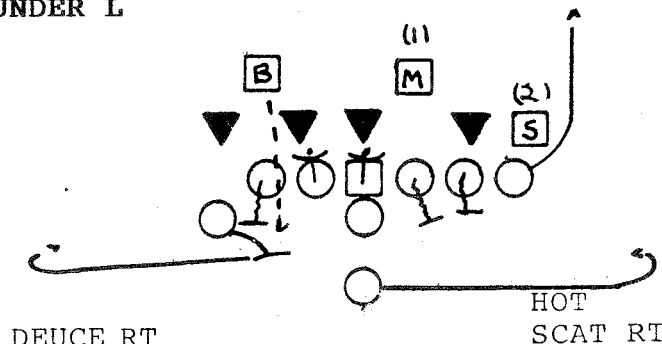
30



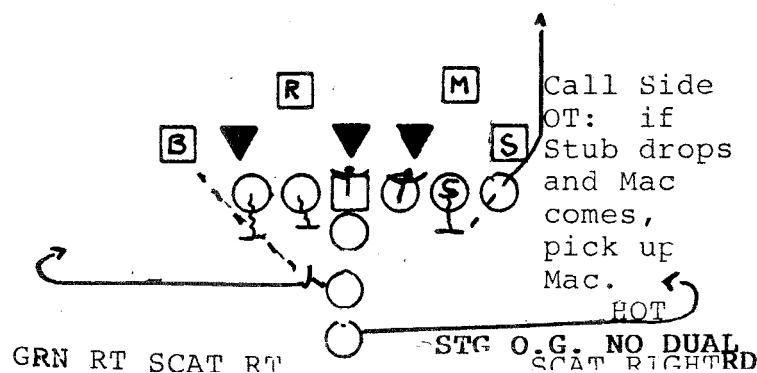
BROWN RT SCAT RT

ORANGE

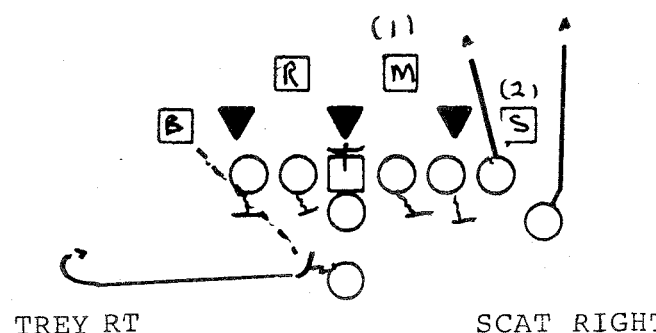
UNDER L



DEUCE RT

HOT  
SCAT RT30  $\phi$ 

GRN RT SCAT RT

STG O.G. NO DUAL  
SCAT RIGHT

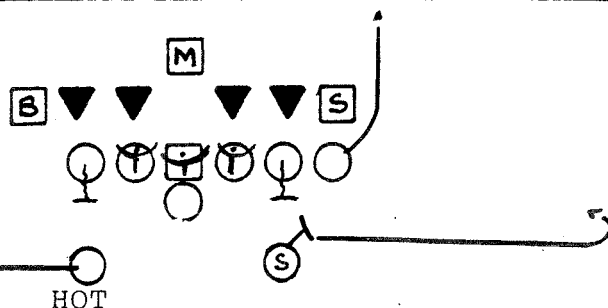
TREY RT

SCAT RIGHT

HB/FB  
TO SIDE OF CALIHAS FREE  
RELEASE. WK SIDE GUARD  
HAS DUAL READ - PICKS UP  
MDM. CAN USE AGG. SCAT  
PROTECTION BY CALLING  
3 DIGIT 222/212  
QB 3/5/7 steps drop  
behind CTR

40

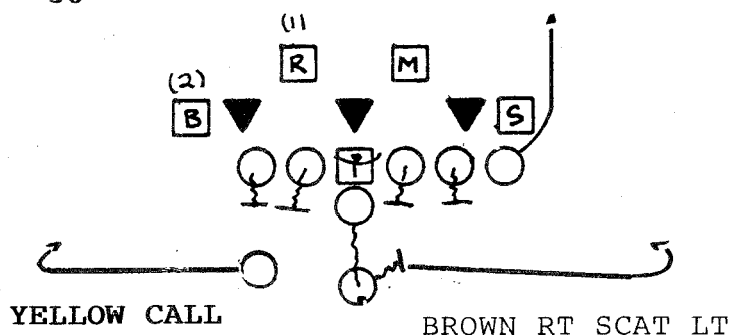
RED RIGHT



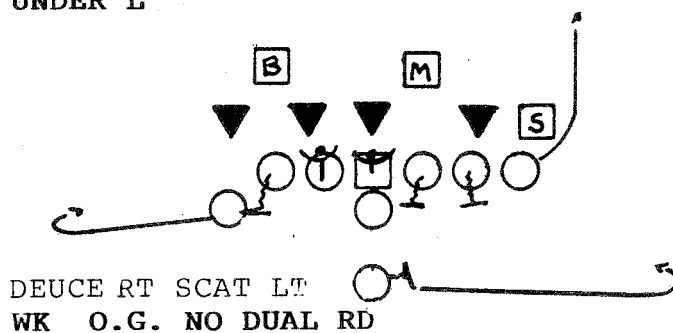
SCAT LT

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YELLOW	VS 40 - POCKET PRO VS 30 - CALL YELLOW/ORANGE TO SCAT SIDE TAKE AWAY CALL SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30 - CALL TO YOUR SIDE, DUAL READ PICK UP MDM, CALL AWAY FROM YOUR SIDE - POCKET PRO. ALERT YELLOW/ORANGE
LFT GUARD		VS 40 - POCKET PRO. VS 30 - CALL TO YOUR SIDE, DUAL READ. PICK UP MDM. CALL AWAY FROM YOUR SIDE - POCKET PRO. ALERT YELLOW/ORANGE
RT TACKLE		VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, SET SHORTER # DE. CALL AWAY FROM YOUR SIDE POCKET PRO.
LFT TACKLE		VS 40 - POCKET PRO. VS 30, CALL TO YOUR SIDE, SET SHORTER # DE. CALL AWAY FROM YOUR SIDE POCKET PRO.
Y		RUN ROUTE CALLED
ONside BACK		FREE RELEASE - RUN FLARE OR ROUTE CALLED
OFFside BACK		CHECK OSLB - ALERT FAN - RUN FLARE OR ROUTE CALLED

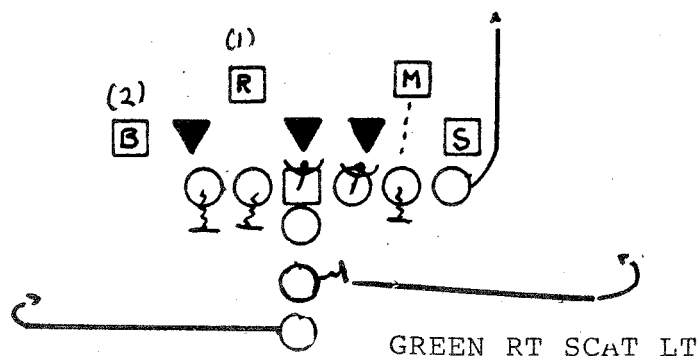
30



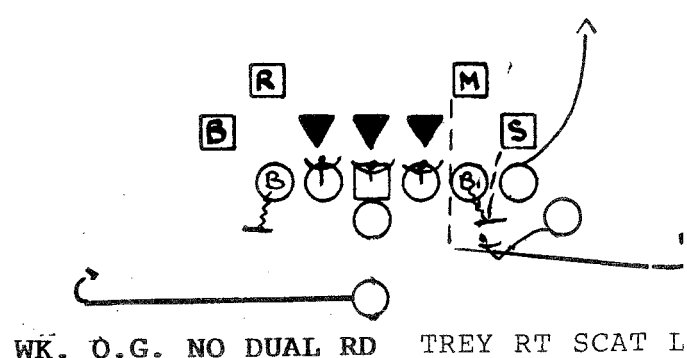
UNDER L



30  $\phi$



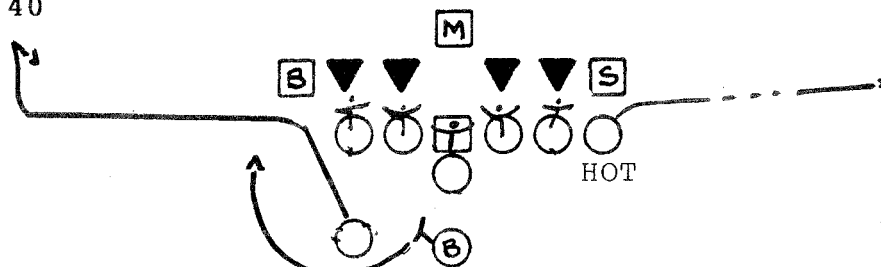
DBL. SINK



SCAT PROTECTION AWAY FROM LO HI CALL.  
LO-SCAT RT/HI - SCAT LT RECEIVER AWAY FROM CALL HAS FREE RELEASE

QB: 3/5/7 Step drop behind CTR

40

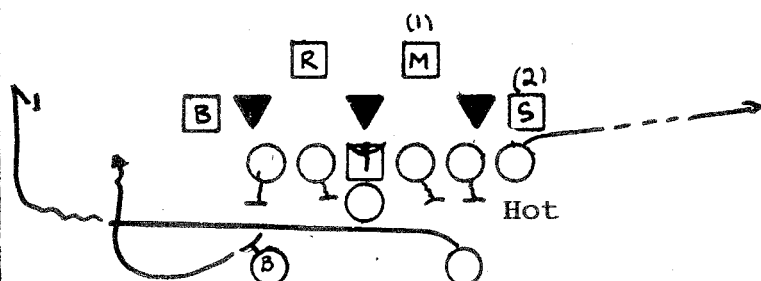


BROWN RIGHT LO 212 AGGRFSSIVE

LO 3 DIGIT

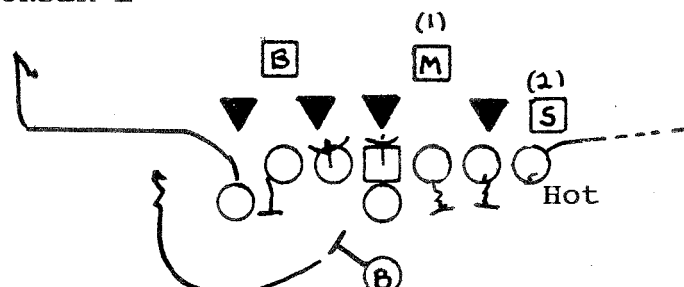
Position	Calls	Responsibilities/Coaching Points
Center	Orange Yellow	V Even Front, - Block Pocket Protection. V 30, Work Yellow - Orange W/Your O.G., Make Call Toward Y
RT Guard		Covered, - Block Pocket Protection. Uncovered: Backsdie, block Scat Protection
LFT Guard		Covered, - Block Pocket Protection. Uncovered, - Backside, Block Scat Protection
RT Tackle		V. Even Front, - Block Pocket Protection V. 30 Front, Backside, Block Scat Protection
LFT		V. Even Front, - BLK Pocket Protection V. 30 Front, - Backside, Block Scat Protection
Y		Free Release - Run Route Called Hot-Must check QB
NEAR BACK		Free Release Run Drag or Route Called
FAR BACK		Check OSLE - No Dog, Release. Run M or Route Called

30



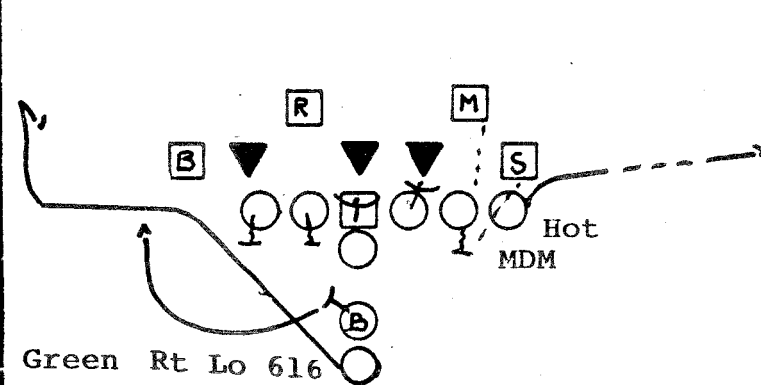
Red Rt F LT Lo 616.

UNDER L



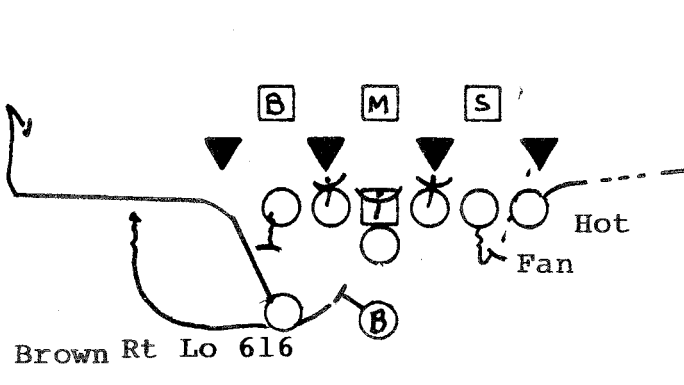
Deuce Rt Lo 616

30



Green Rt Lo 616

4 LS



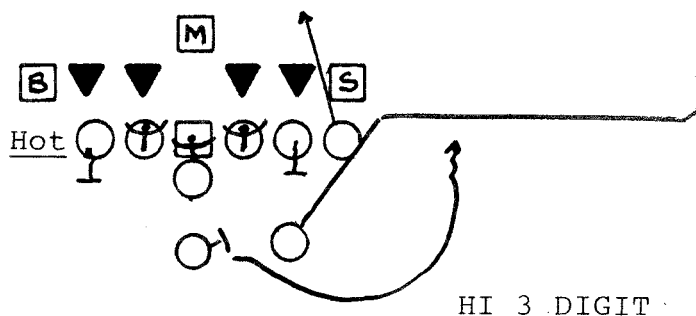
Brown Rt Lo 616

FLOW STRONG. NEAR BACK  
FREE RELEASE, FAR BACK  
CHECK STUB. Y FREE RE-  
LEASE. OL BLOCKS SCAT  
AWAY FROM LO HI CALL.  
AGGRESSIVE: 212/222

QB 3/5/7 STEP DROP  
BEHIND CTR

40

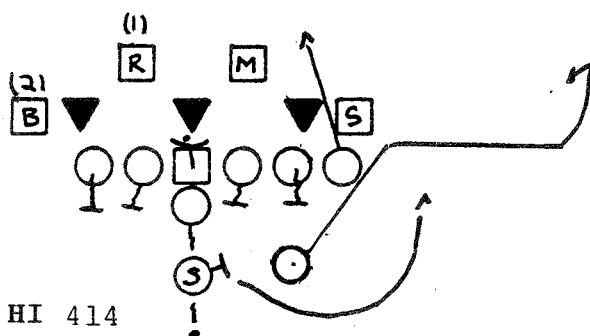
BLUE RIGHT



HI 3 DIGIT

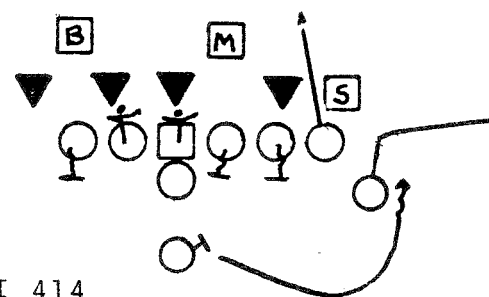
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YELLOW	VS 40 - POCKET PRO VS 30 - CALL YELLOW/ORANGE TO SCAT SIDE HI LEFT-LO I TAKE AWAY CALL SIDE
RT GUARD		VS 40 - POCKET PRO. VS 30, HI SCAT LEFT PROTECTION LO SCAT RIGHT (DUAL READ). ALERT "YELLOW"/"ORANGE".
LFT GUARD		VS 40 - POCKET PRO. VS 30 LO SCAT RIGHT PROTECTION HI SCAT LEFT (DUAL READ). ALERT "YELLOW"/"ORANGE".
RT TACKLE		VS 40 - POCKET PRO. VS 30 HI SCAT LEFT PROTECTION. LO SCAT RIGHT PROTECTION.
LFT TACKLE		VS 40 - POCKET PRO. VS 30 HI SCAT LEFT PROTECTION. LO SCAT RT.
Y		RUN ROUTE CALLED
NEAR BACK		FREE RELEASE - RUN DRAG OR ROUTE CALLED
FAR BACK		CHECK STUB - RELEASE - ALERT FAN. RUN M OR ROUTE CALLED

30 Ø



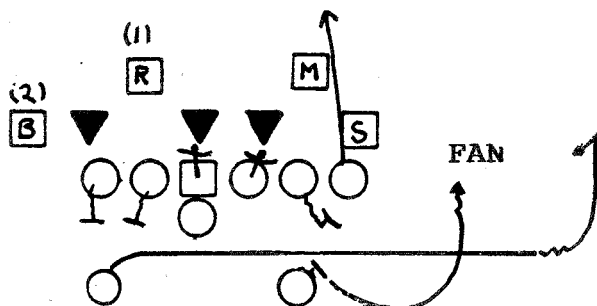
BLUE RT HI 414

UNDER L



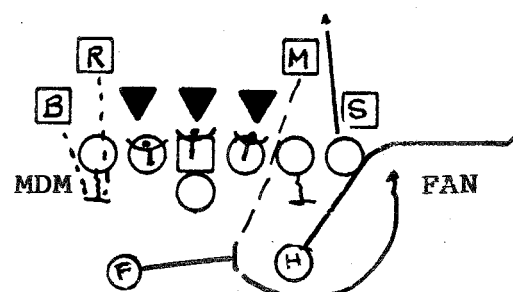
TREY RT HI 414

30



RED RT HJET HI 444

DBL SINK



CHANGE RT HI 444

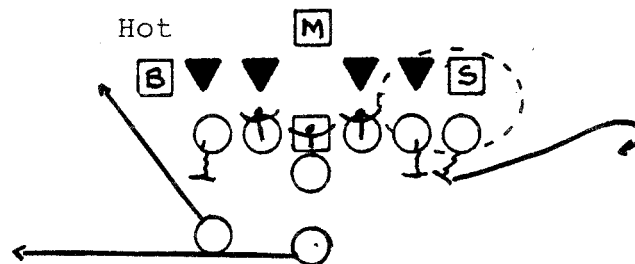


Scat Protection to the Lee Ray Call. HB/FB flow to the call, Lee-LT/Ray-RT. Both HB/FB have free release. Y/U slow block.

May use StrikeCall.  
May use "Stay" Call.

QB 5/7 Step drop behind CTR

40

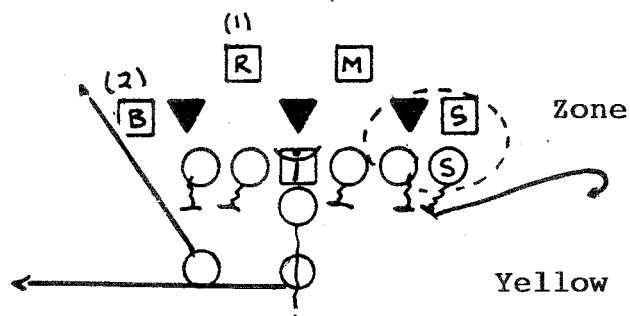


BROWN RIGHT

LEE

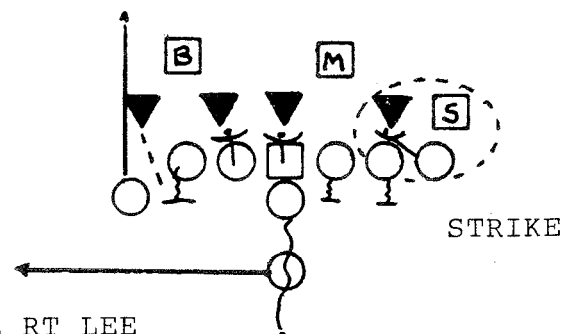
Position	Calls	Responsibilities/Coaching Points
Center	Orange Yellow	VS. 40 - Pocket Pro. V 30 Same AS Scat Protection. Make Yellow/Orange Make Call Away from Y. 74 Left: 75 Right
RT Guard		VS 40 - Pocket Pro. V 30 Blk. Scat Protection. LEE- Scat Left. RAY Call Scat Right. Scat is Away from Y.
LFT Guard		VS 40 - Pocket Pro. V 30 Blk. Scat Protection - LEECall - Scat Left. RAY Call Scat Right.
RT Tackle	"Stay" Strike	LEE Call: Blk. Scat Left. Zone Stunts W/Y (SOX) Don't Fan RAY Call: Blk Scat Right 4LS (Loose Look)
LFT Tackle		LEE Call: Blk Scat Left RAY Call: Blk Scat Right. Zone Stunts W/Y(SOX) Don't Fan 4LS (Loose Look)
Y		Zone any Stunts in Your Area W/Your Tackle Slow # - (Be setting Up Your Screen) On Tackle May Call Strike. May use "Stay" Call
Near Back		Run Route Called. Free Release
Far Back		Run Route Called. Free Release

30



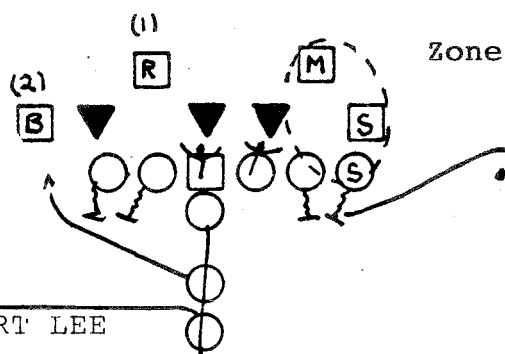
BROWN RT LEE

UNDER L



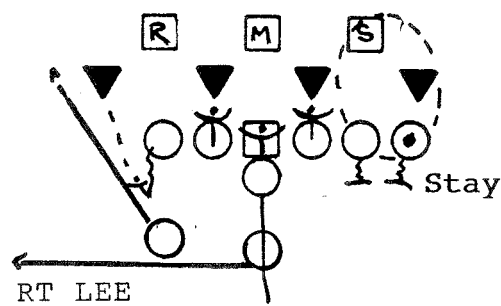
DEUCE RT LEE

30



GREEN RT LEE

4 LS

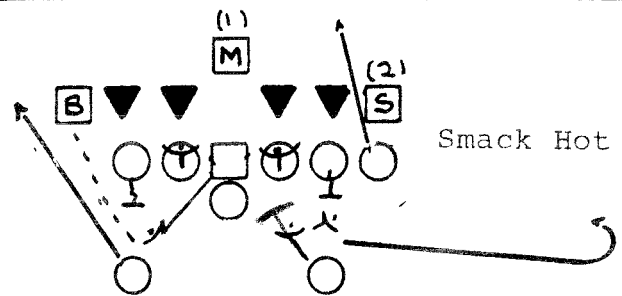


BROWN RT LEE

Option  
Back to the call side  
has free release. Open  
lineman has OSLBKR Pic-  
up. Line slide to the  
call side. Remaining  
back has Dual Read away  
from call.

QB: 5/7 Step Drop Behind  
CTR.

40

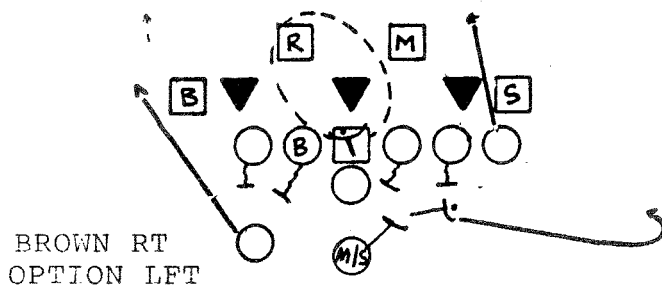


RED RIGHT

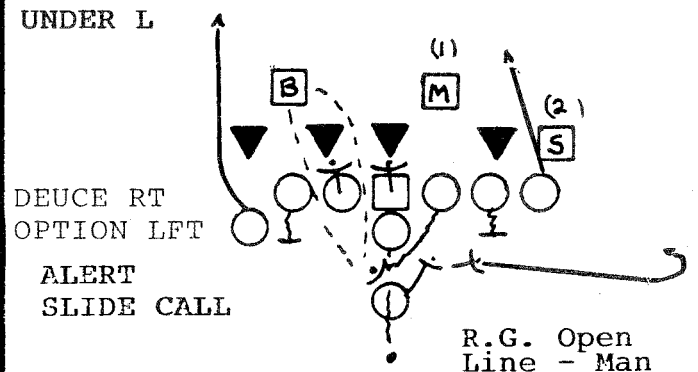
Option LT

Position	Calls	Responsibilities/Coaching Points
Center	"YOU" "ME"	VS 40 - Clear Check Buck Hold A Middle Attitude. VS 30 Strong Arm - Jam Inside Backer to Side VS Over - Alert "Solid" Call
RT Guard	"Slide"	VS 40 Reg Pass Set - # DT - BE Ready to Man TT's VS 30 Set to Blk NT - Alert NRX Pick-Up (May Use Agg.Set) VS Overs - "Solid" Call
LFT Guard	"Slide"	VS 40 Reg Pass Set - # DT - Alert "You" Call. Man TT's VS 30 - Take Scat Set - Check OSLB. VS Overs Take Liz Set Dual: Read
RT Tackle		VS 40 - Reg. Pass Set Block Man Over You VS 30 - Shorter Pass Set Block Man Over You. Alert Fan.
LFT Tackle		VS 40 - Reg. Pass Set Block Man Over You. VS 30 - Shorter Pass SET Block Man Over You. Alert Fan.
Y		Run Route Called. Alert to Hot vs Smack
Onside Back		Free Release. Run Route Called. Alert Solid Call.
Offside Back		Dual Read. Flare Route Alert Solid Call-Stay by Game Plan.
QB		Alert Sink Look - Solid Call. Poss: Pocket Audible

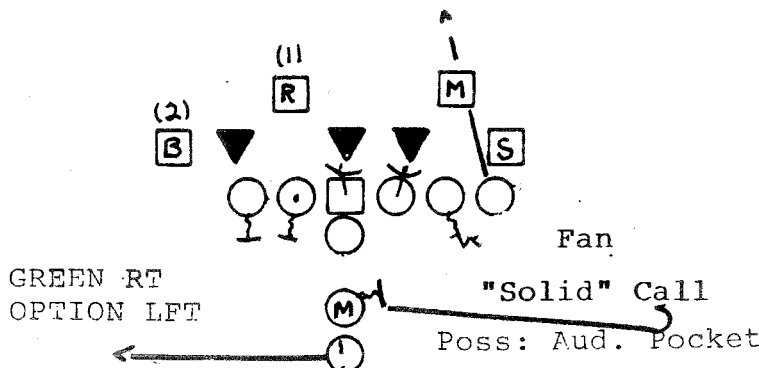
30



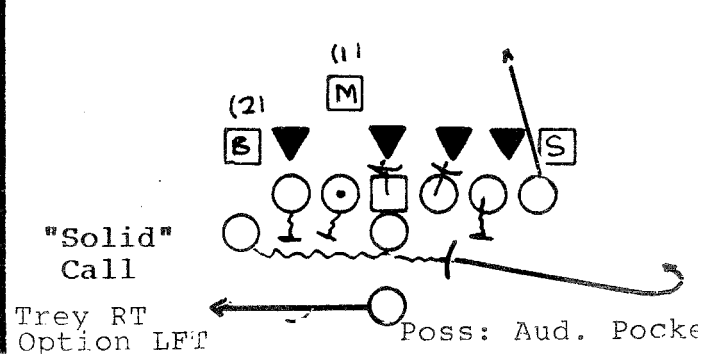
UNDER L



30



OVER



QB: 5/7 Step Drop Behind  
CTR.

Diagram illustrating a search process. A sequence of nodes (circles) is shown, with the first node connected to a box labeled 'B'. The second node is connected to a box labeled 'M'. The third node is connected to a box labeled 'S'. The fourth node is connected to a box labeled 'S<sub>m</sub>'. The nodes are connected by arrows. A dashed line encloses the nodes from the second to the fifth. An arrow points from the first node to the word 'SEARCH'.

OPTION LT-0

30

Alert Scat

DEUCE RT

Solid Call  
Dual-Search

OVER

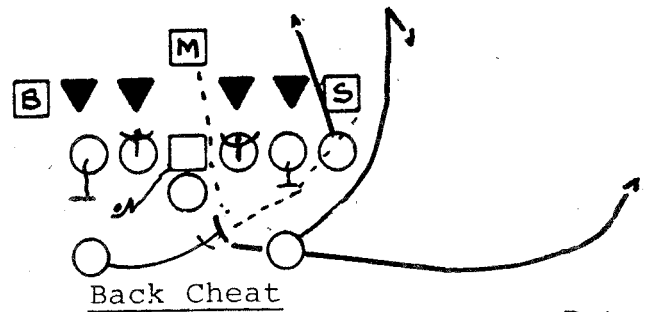
Alert Scat

RED RT

Solid Call  
Dual-Search

Both Backs Flow Strong-side or away from Slot.  
Near Back Free Release.  
Far Back Dual. Read MLB/  
Stub. O Line Option Blk Wk  
Option Proc. away from the  
Peter Paul Call. HB/FR  
flow to the Call. Peter-R  
(Option LT)/Paul LT(Opt R)  
QB: 5/7 Step Drop Behind  
CTR.

40

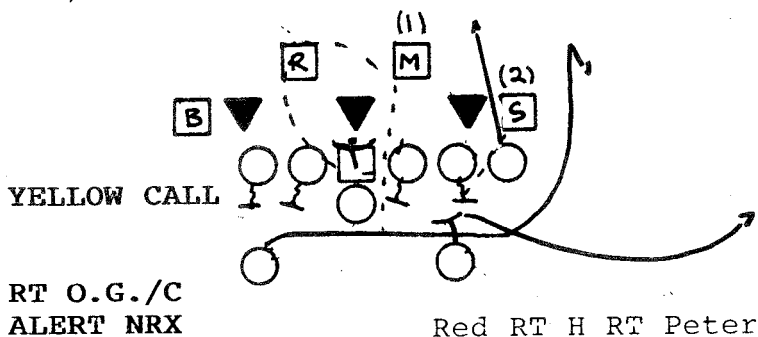


RED RIGHT

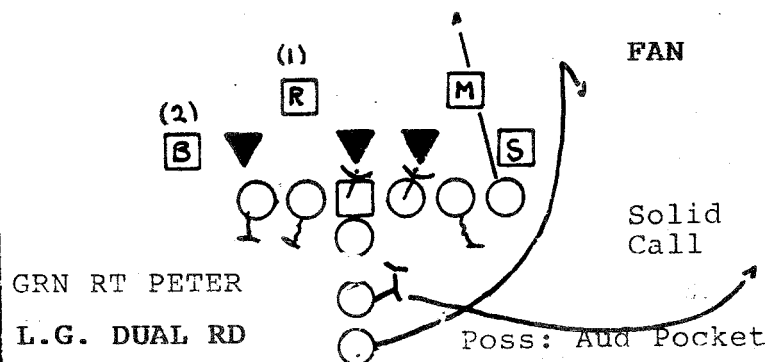
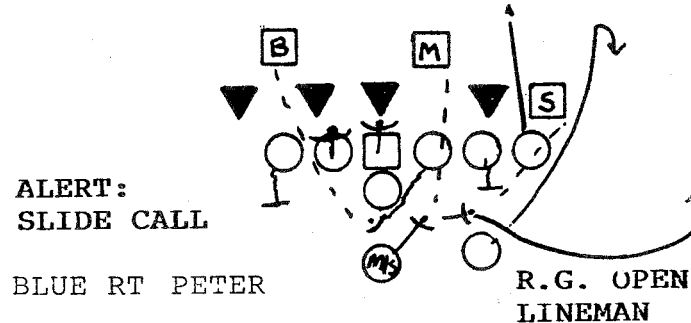
Peter

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YELLOW ORANGE	PETER - BLK OPTION LEFT. PAUL - BLOCK OPTION RIGHT
RT GUARD	SOLID	PETER - BLOCK OPTION LEFT. PAUL - BLOCK OPTION RIGHT
LFT GUARD	SOLID	PETER - BLOCK OPTION LEFT. PAUL - BLOCK OPTION RIGHT (SOLID CALL DUAL RD)
RT TACKLE		PETER - BLOCK OPTION LEFT. PAUL - BLOCK OPTION RIGHT (SOLID CALL DUAL RD)
LFT TACKLE		PETER - BLOCK OPTION LEFT. PAUL - BLOCK OPTION RIGHT.
Y		RUN ROUTE CALLED.
HB (NEAR BACK)		FREE RELEASE - RUN HOOK OR ROUTE CALLED.
FB (FAR BACK)		DUAL PICK-UP MAC TO STUB - ALERT "SOLID" CALL. ALERT FAN BLOCKING, RUN WIDE OR ROUTE CALLED.

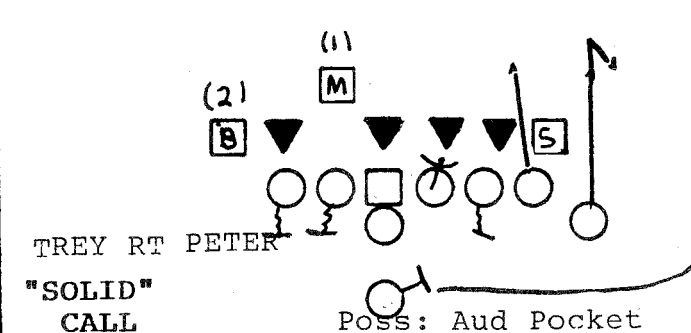
30 Ø



UNDER L

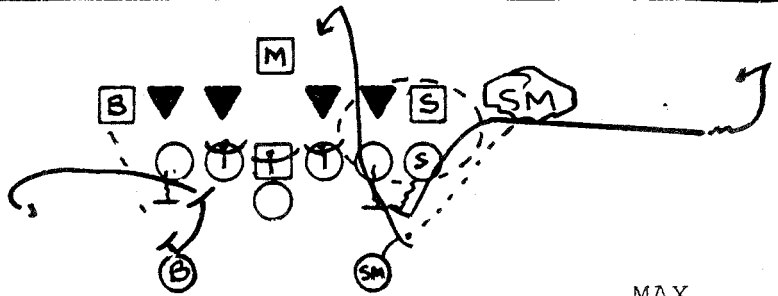


OVER



MAX  
 Pocket Protection. Y Slow  
 FB search for extra rusher  
 to the strongside (toward  
 Y)  
 Alert: Safety Blitz  
 Strongside  
 QB: 5/7 step drop behind  
 CTR

40

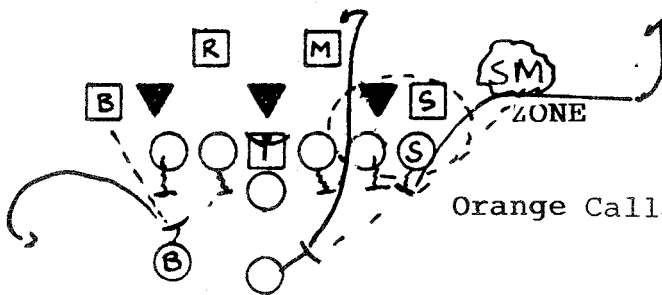


MAX

RED RIGHT

Position	Calls	Responsibilities/Coaching Points
Center	Orange Yellow	VS Even Front - Blk. Pocket Protection VS 30 - Work "Yellow"/"Orange" Tech. With Your O.G. Make Call
RT Guard		Same as Pocket Pro. "Yellow" Call Work Zone Tech W/Center
LFT Guard		Same As Pocket Pro. "Orange" Call Work Zone Tech W/Center
RT Tackle		Same as Pocket Pro. Zone Stunts W/Y When to His Side. Sox
LFT Tackle		Same as Pocket Pro. Zone Stunts W/Y When to His Side. Sox
Y		Block Man Over You. Zone Stunts with O.T. On Your Side. Sox Run Drag Route
Weak Back		CHK. OSLB (Could Be Safety). Both Safeties Up for Blitz Blk. MDM Backside. Inside Out. No Blitz, Release. Run Slow Sh
Stg Back		Check Extra Rusher(SS). Check Inside Out. None, Check, Run thru.

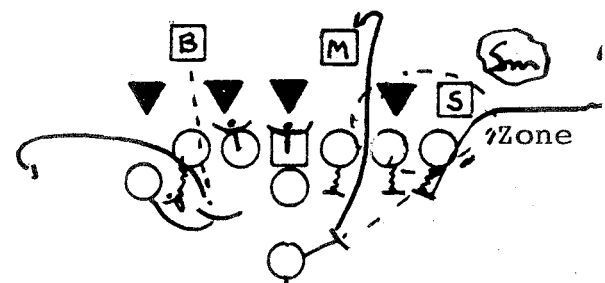
30



BRN RT

MAX

UNDER L

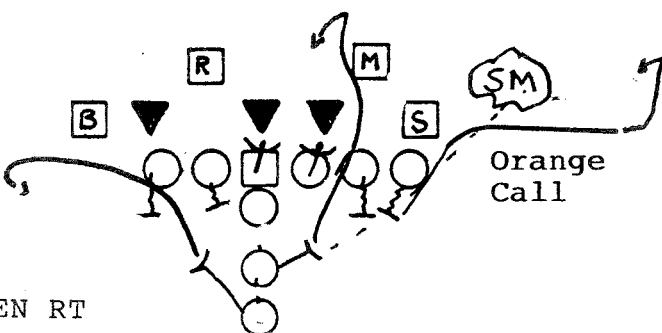


DEUCE RT

MAX

30 φ

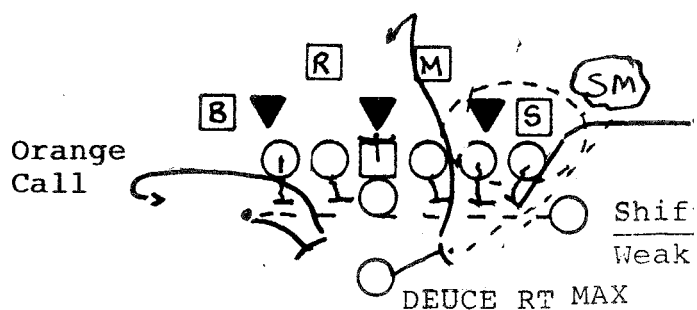
ZONE



GREEN RT

Max

30 - Both Safeties Up.



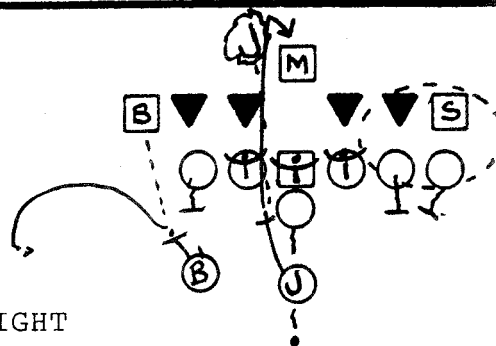
DEUCE RT MAX

Shif  
Weak

EASY  
Pocket Protection.Y Slow  
-FB search for extra  
rusher to the weakside  
(Away from Y)

Alert: Safety Blitz  
Weakside

40

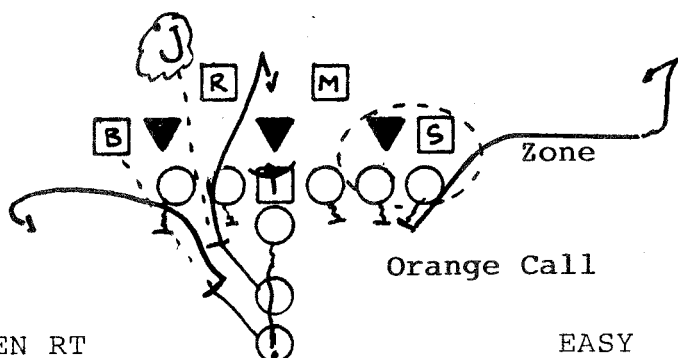


BROWN RIGHT

EASY

Position	Calls	Responsibilities/Coaching Points
Center	Orange Yellow	VS Even Front - BLK. Pocket Protection VS 30 - Work Yellow/Orange Tech. With Your O.G. Make Call Away From Backs. To Y.
RT Guard		Same As Pocket Pro. Yellow Call Work Zone Tech W/Center
LFT Guard		" " " " Orange " " " " "
RT Tackle		Same As Pocket Pro. Zone Stunts W/Y When To His Side
LFT Tackle		Same As Pocket Pro. Zone Stunts W/Y When To His Side
Y		Block Man Over You. If 9 Man Front (Both Safeties Up) Set Whoever Comes MDM Check Run Drag.
Weak Back		Check Outside Rusher (Could BE Safety)-None,Run Slow Shoot
Stg Back		Check Xtra Rusher, (WS) Check Inside Out. None, Check Thru.

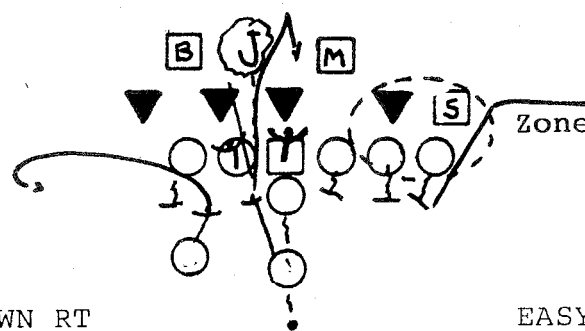
30



GREEN RT

EASY

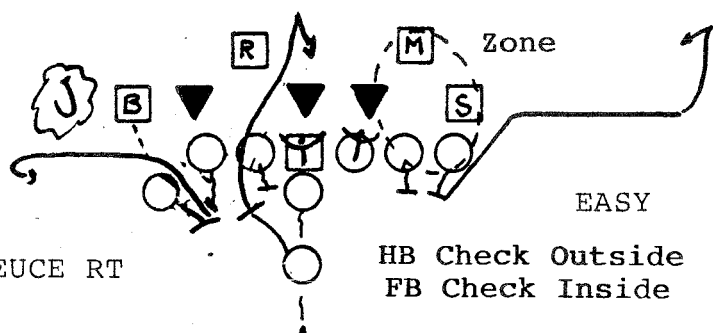
UNDER L



BROWN RT

EASY

30 φ

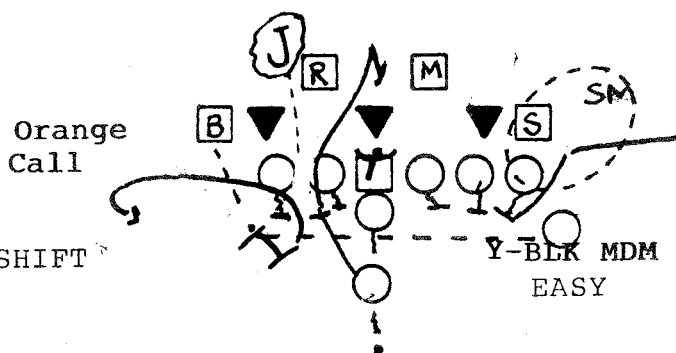


DEUCE RT

HB Check Outside  
FB Check Inside

EASY

9 Man Front Both Safeties Up

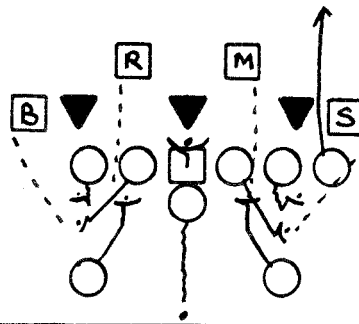


SHIFT

EASY

Basic to 30 Look. Guards  
Check OSBKRS HB/FB  
Check M LKRS - No Dog  
Release on Assigned  
Pattern.

QB:

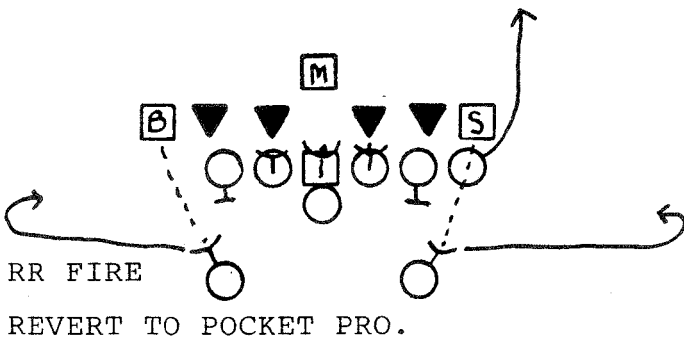


RED RT

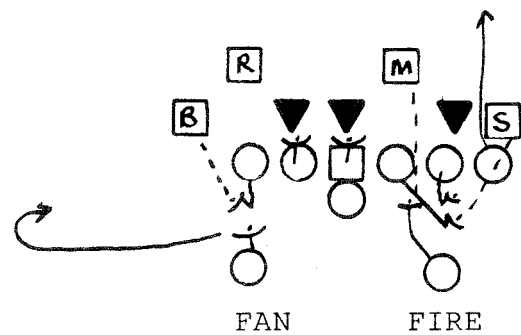
FIRE

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BLOCK N.T.
RT. GUARD		BLOCK LIKE OPTION RT PROTECTION
LT. GUARD		BLOCK LIKE OPTION LFT PROTECTION.
RT. TACKLE		BLOCK D.E.
LT. TACKLE		BLOCK D.E.
Y		RUN ROUTE CALLED
HB/RB		CHECK ISLBER TO YOUR SIDE - NO DOG RELEASE ON ASSIGNED PATTERN.
FB		CHECK ISLBER TO YOUR SIDE - NO DOG RELEASE ON ASSIGNED PATTERN.

40



UNDER



OVER

PLAY ACTION PASS

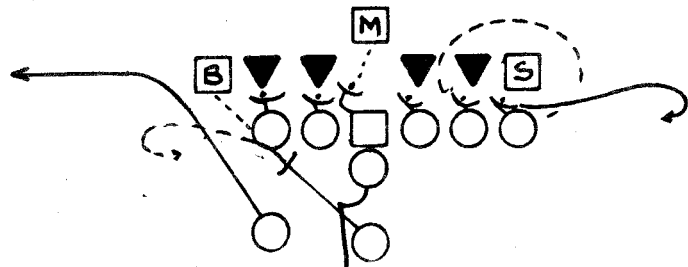
Protection

Back Action



Aggressive Gap Protection  
onside back free release,  
offside back check OSLBKR  
Back side TE step to gap  
and check man over.

40

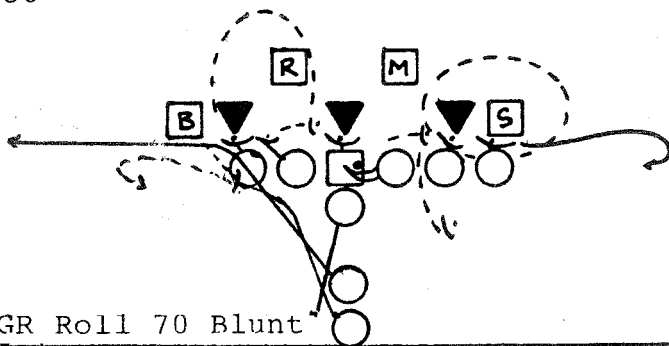


QB: 3/5/7 step drop  
behind the OG, Backs and  
onside Line-Aggressive.  
Sell 60/70 Blunt

Brown RT Roll 70 Blunt

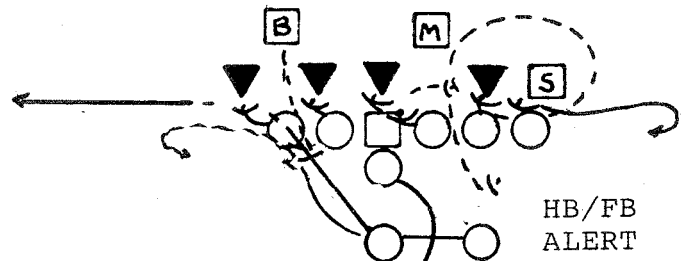
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, SELL SLIP-RESPONSIBLE FOR DT OR MLB. VS ODD, SELL SWAP-RESPONSIBLE FOR NT OR MLB, (BACKSIDE GUARD COVERED # MAN OVER)
RT GUARD		COVERED BLOCK DL OVER YOU - CUT HIM OFF UNCOVERED SELL SWAP - RESPONSIBLE MLB OR NT ZONE ALL STUNTS
LT GUARD		VS EVEN, SELL SLIP - IF C IS COVERED, # DL OVER YOU VS ODD, SELL T-G SLIP - RESPONSIBLE DE OR ROVER ZONE ALL STUNTS
RT TACKLE		# DEFENDER COVERING YOU. VS. BUBBLE SELL SWAP, (ZONE ALL STUNTS W/YOUR GUARD & Y)
LT TACKLE		VS EVEN # DE LIKE 60/60 BELLY- PROTECT INSIDE VS ODD (YOUR OG UNCOVERED) SELL SLIP - RESPONSIBLE FOR DE O ROVER
Y		# AGGRESSIVE SLOW #. NO DOG - SLOW SHOOT
HB		FREE RELEASE. RUN SHOOT OR ROUTE CALLED. ALERT BLUE OR GREEN FORMATION CHECK BUCK. NO DOG - SLOW SHOOT
FB		60/70 BLUNT ACTION. CHECK BUCK. NO DOG - SLOW SHOOT ALERT BLUE OR GREEN FORMATION. FREE RELEASE - SHOOT ROUTE

30



GR Roll 70 Blunt

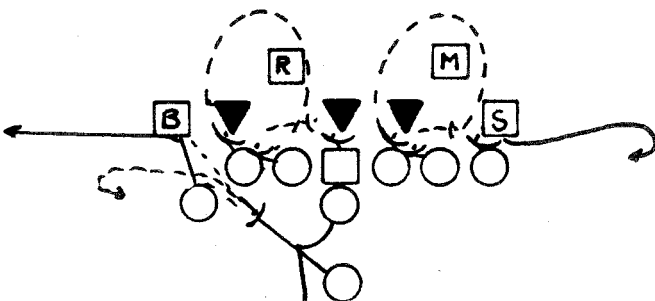
UNDER L



BL RT Roll 70 Blunt

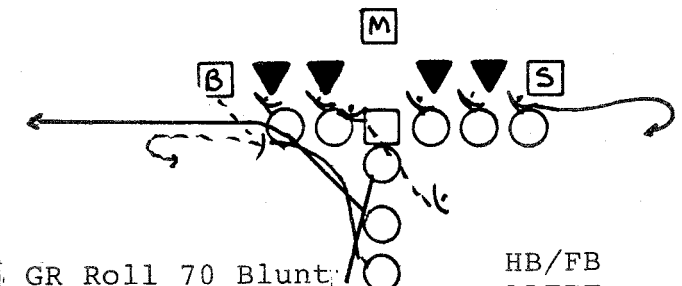
HB/FB  
ALERT

OVER



DC RT Roll - 70 Blunt

40



GR Roll 70 Blunt

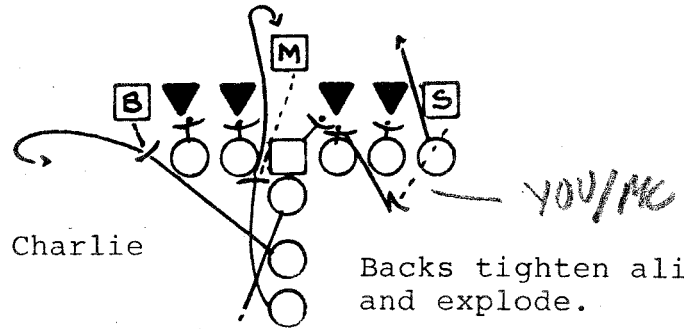
HB/FB  
ALERT

Brwn RT Charlie - 10

Deuce RT CH. 10

Aggressive Pass  
Protection, With O. Line  
Sliding Away From Call.  
HB & FB Pick-Up Mac-Buck  
Rover-Buck

40

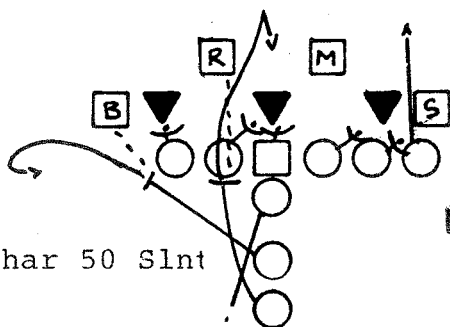


Backs tighten alignment  
and explode.

QB: Open to backs set up  
3/5/7 step behind guard  
Green RT Charlie  
50 Slant

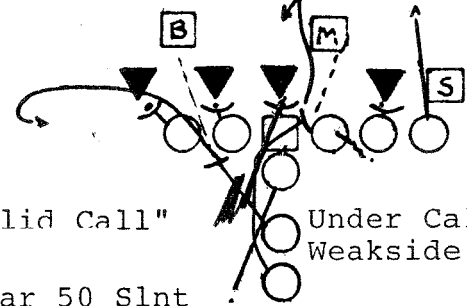
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	<i>Y</i>	BACKSIDE GUARD COVERED, # BACK (EXCEPTION AWAY FROM UNDER) VS 30, STIFF ARM MAN OVER-EYEBALL INSIDE LBER AWAY. ZONE NI UNDER - CALL WK. SIDE - BLK MAN OVER YOU
RT GUARD		UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE AGGRESSIVE FAN. COVERED BACKSIDE STIFF ARM MAN OVER YOU PICK-UP OSLB YOUR SIDE.
LT GUARD		" " " " " " " " " "
RT TACKLE		COVERED ONSIDE, # MAN OVER YOU. UNCOVERED ONSIDE, FAN #. COVERED BACKSIDE, 43 # MAN OVER YOU, 30, OS, UNDER FAN #. COVERED BACKSIDE (STRONGSIDE OF OVER) # MAN OVER YOU
LT TACKLE		" " " " " " " " " "
Y		RUN ROUTE CALLED.
HB		AGGRESSIVE CHECK MLB. NO DOG - THRU OR ROUTE CALLED. C.P. TIGHTEN ALIGNMENT - EXPLODE
FB		# END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED, # LBER OVER OT (REDUCED) NO PIC UP RUN SLOW SHOOT OR ROUTE CALLED.

30



GR Char 50 Slnt

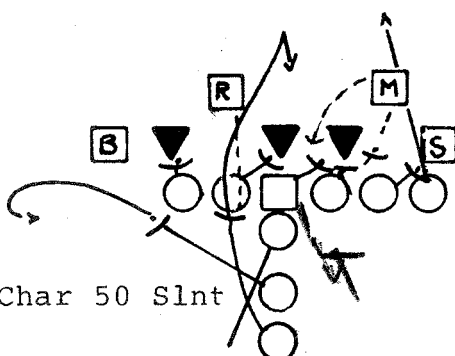
UNDER L



"Solid Call" Under Call  
Weakside.

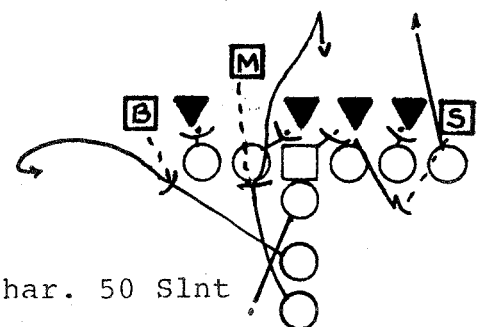
GR Char 50 Slnt

OVER



GR Char 50 Slnt

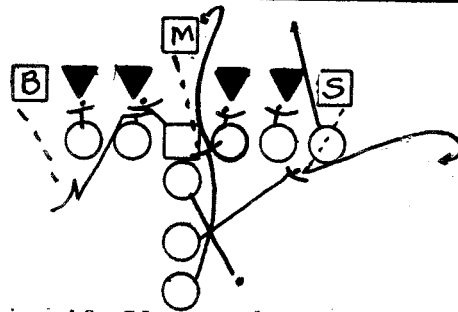
OVER - CALL WK. SIDE



GR Char. 50 Slnt

Aggressive pass protection. With O.Line sliding from call. HB & FB pickup MLB and OSLB to call side

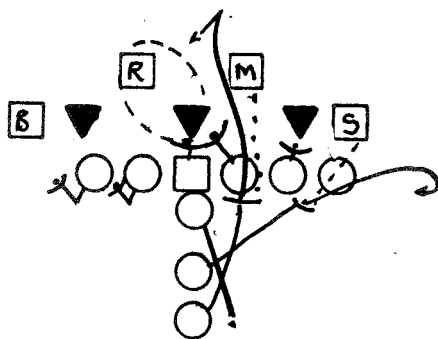
QB: Open to backs set up 3/5/7 steps behind guard



Green RT Charlie 40 Slant

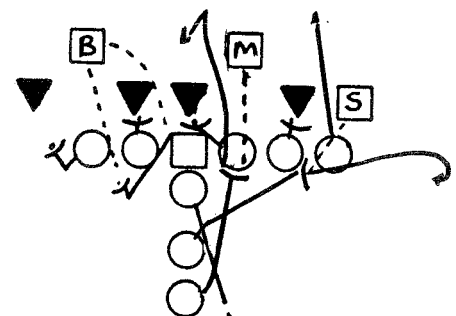
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT. VS 30 STIFF ARM MAN OVER YOU - EYEBALL ROVER - ZONE NRX VS OVER # MAN OVER YOU (ALERT "YOU"/"ME")
RT. GUARD		UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE. AGG. FAN. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK-UP BUCK
LT. GUARD		" " " " " " " " " " " "
RT. TACKLE		COVERED ONSIDE # MAN OVER YOU. UNCOVERED ONSIDE FAN # COVERED BACKSIDE, 43 # MAN OVER YOU. 30, UNDER, OVER, # AGG. FAN. - POSS: # MAN
LT. TACKLE		" " " " " " " " " " " "
Y		RUN ROUTE CALLED
HB		SAME ASSIGNMENTS AS CHARLIE 40/50 SLANT WEAK
FB		SAME ASSIGNMENTS AS CHARLIE 40/50 SLANT WEAK

30



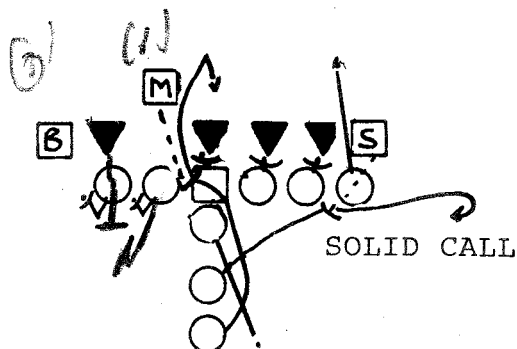
GR Char. 40 Slnt

UNDER L



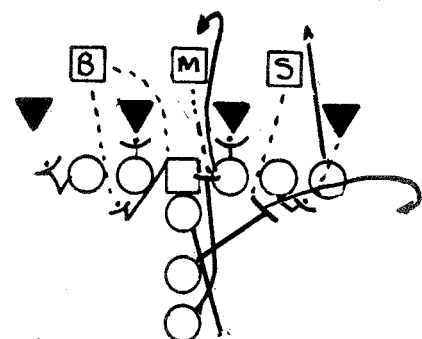
GR Char. 40 Slnt

OVER



GR Char 40 Slnt

4LS (REDUCED ADJUSTMENT)

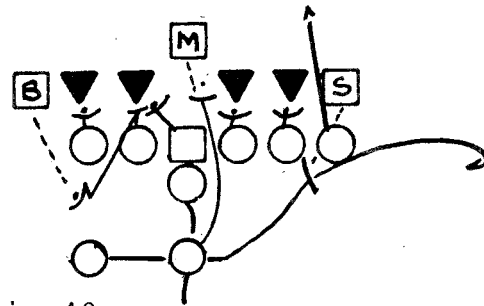


GR Char 40 Slnt

Aggressive Pass Protection. With O. Line Sliding From Call. HB & FB Pick-Up MLB And OSLB To Call Side.

QB: Open to Backs-Set Up 3/5/7 steps behind center

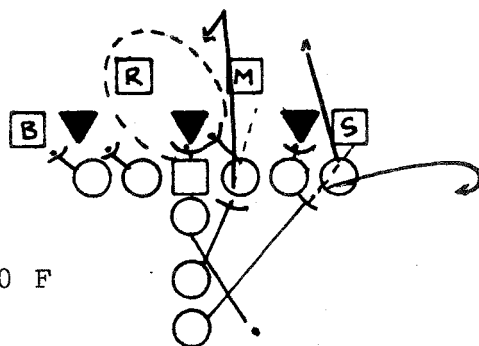
40



Brown RT Charlie 40

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	BACKSIDE GUARD COVERED, # BACK-GUARD WILL STIFF ARM DT. VS 30 STIFF ARM MAN OVER YOU-EYEBALL ISLB WK SIDE ZONE NRX VS OVER # MAN OVER YOU (ALERT "YOU"/"ME")
RT GUARD	SOLID	UNCOVERED ONSIDE, # DOWN ON NT COVERED ONSIDE, # MAN OVER YOU UNCOVERED BACKSIDE, AGG. FAN. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK-UP BUCK
LT GUARD	SOLID	" " " " " " " " " " " "
RT TACKLE		COVERED ONSIDE # MAN OVER YOU. UNCOVERED ONSIDE FAN #. COVERED BACKSIDE, 43 # MAN OVER YOU. 30, UNDER, OVER, # AGG FAN.
LT TACKLE		" " " " " " " " " " " "
Y		RUN ROUTE CALLED
HB		FAKE, BLK. END MAN ON L.O.S. ONSIDE TACKLE UNCOVERED, BLK LBER OVER HIM (REDUCED LOOK) NO PICK-UP RUN SLOW SHOOT OR ROUTE CALLED
FB		AGGRESSIVELY FAKE AT G'S BUTT BLK MAC. ALERT FOR "SOLID" CALL. NO PICK-UP RUN THRU OR ROUTE CALLED

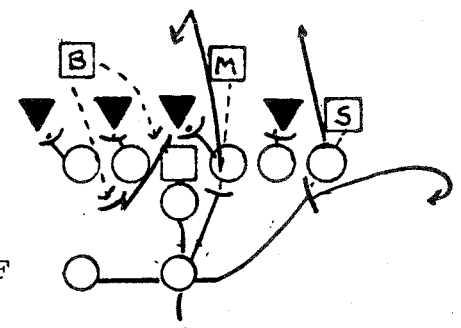
30



QB OPEN

GR CH. 40 F

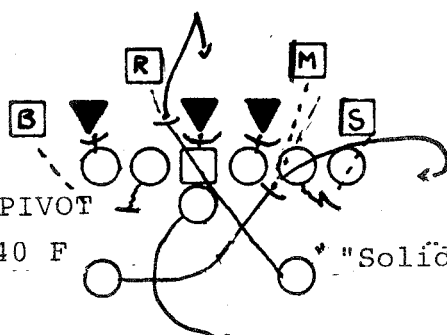
UNDER L



QB OPEN

BR CH. 40 F

OVER

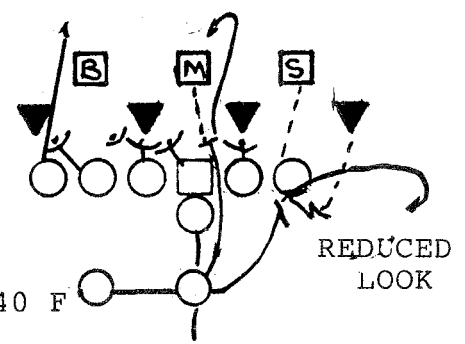


QB REV PIVOT

GR CH. 40 F

"Solid" Call

4LS (REDUCED ADJUSTMENT)



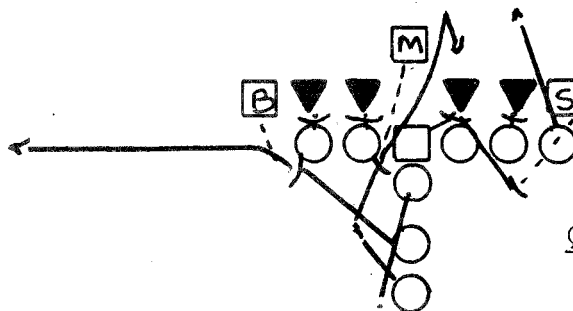
QB OPEN

BL L CH 40 F

 REDUCED  
LOOK



QB: 7 Step drop or set up  
7-10 yards behind the  
guard.

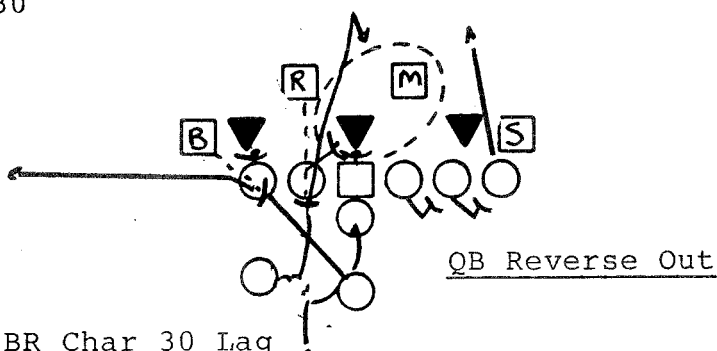


QB Front Out

Green RT Charlie 30 Lag

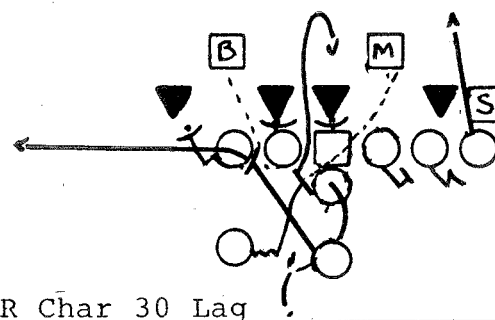
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	BLOCK LIKE CH 40/ <u>50</u> SLANT
RT. GUARD		BLOCK LIKE CH 40/ <u>50</u> SLANT
LT. GUARD		BLOCK LIKE CH 40/ <u>50</u> SLANT
RT.TACKLE		BLOCK LIKE CH 40/ <u>50</u> SLANT
LT.TACKLE		BLOCK LIKE CH 40/ <u>50</u> SLANT
Y		RELEASE - RUN ROUTE CALLED
HB/RB		SET UP CHECK MLB - NO DOG THRU OR ROUTE CALLED
FB		CHECK OSLBKR - NO DOG SHOOT OR ROUTE CALLED

30



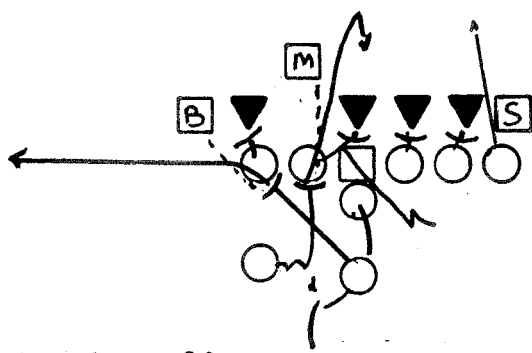
BR Char 30 Lag

UNDER L



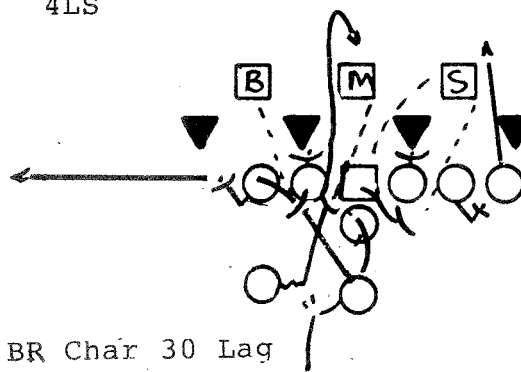
BR Char 30 Lag

OVER



BR Char 30 Lad

4LS

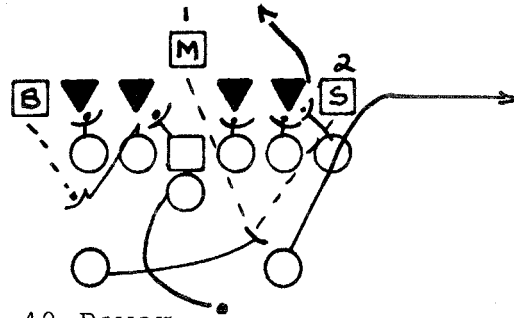


BR Char 30 Lag

Sell DBL Team Blk. By Y  
& Onside Tackle. Backs  
Fake PWR. FB Release HB  
Dual Reads Uncovered  
Backside Guard "Mollie"  
Block

QB:  
Set Up 7-10 Yds. Behind  
Guard

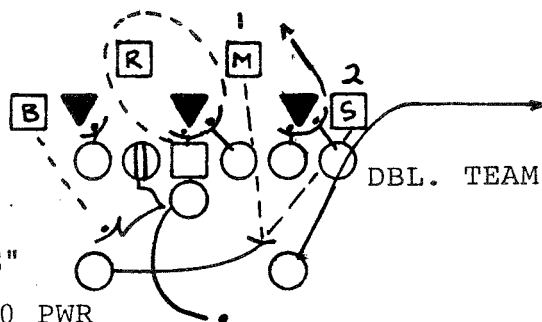
40



Red RT Charlie 40 Power

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT. VS 30, STIFF ARM MAN OVER YOU - EYEBALL INSIDE WLB - ZONE N VS OVER, # MAN OVER YOU (ALERT "YOU"/"ME")
RT GUARD	SOLID	UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # MAN OVER YOU. UNCOVERED BACKSIDE, PULL "MOLLIE" #. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK UP BUCK
LT GUARD	SOLID	" " " " " " " " " " " "
RT TACKLE		BLOCK DE ONSIDE, ALERT SLAM TECH. & DOUBLE TEAM TECH OF Y. BLOCK DE BACKSIDE
LT TACKLE		BLOCK DE BACKSIDE. BLOCK DE ONSIDE ALERT SLAM TECH & DBL TM TECH OF Y
Y		SLAM RELEASE, POWER TECH., HOLD DBL TEAM BLOCK W/TACKLE, THEN RELEASE
HB		FAKE PWR, HAND OFF, DUAL READ MLB TO OSLB. STAY PICK UP MDM - MUST CHEAT IN.
FB		FAKE PWR BLOCK, RUN SHOOT OR ROUTE CALLED

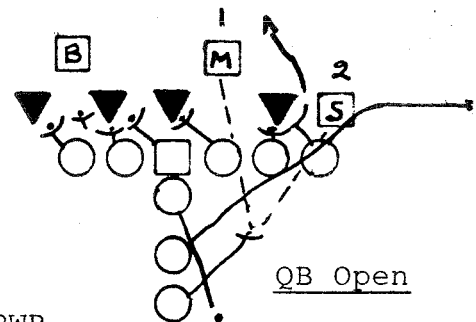
30



"MOLLIE"

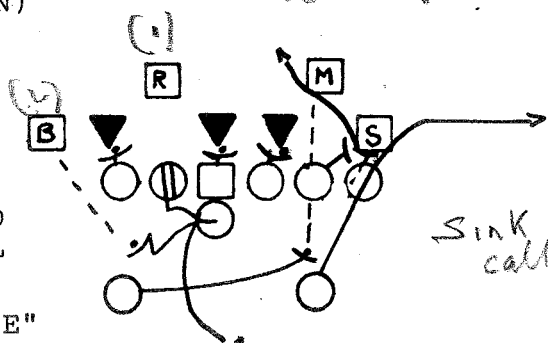
RR CH. 40 PWR

UNDER L



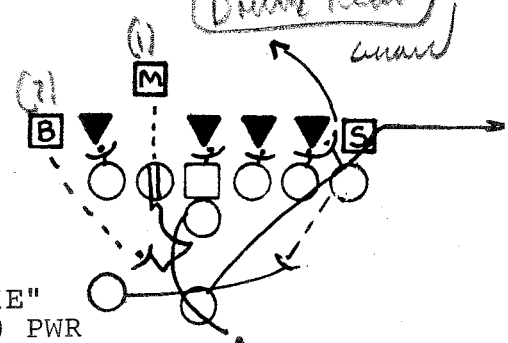
QB OPEN

GR CH 40 PWR

OVER  
(3 MAN)

SOLID  
CALL

"MOLLIE"

RR CH 40 PWR

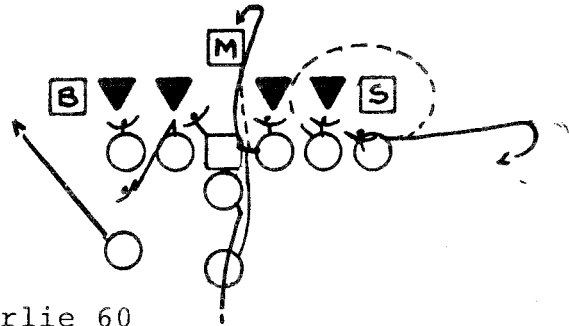
OVER: BACKSIDE OG. DUAL READ  
(4 MAN)

"Solid"  
Call

"MOLLIE"  
BR CH. 40 PWR



Play Action. FB Aggressive Block on Inside LBER To Call Side. HB or Y To Call Side Block. Away From Call, Release QB: Open to fake set up 3/5/7 steps behind guard

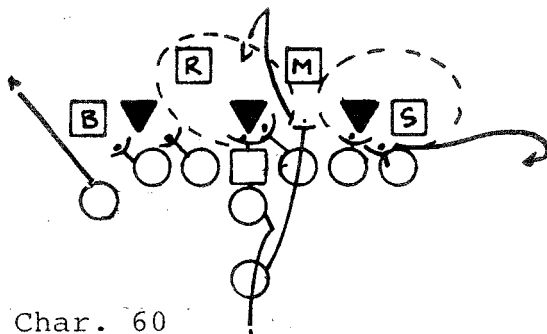
40



Brown RT Charlie 60

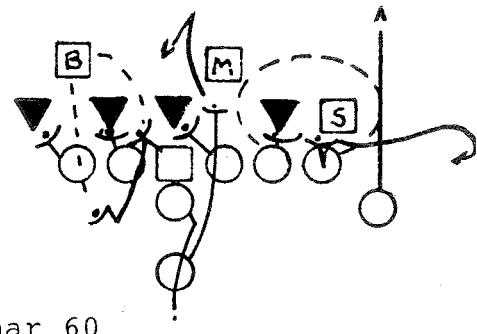
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	YOU/ME	BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT BLOCK CHARLIE 40/50 PROTECTION
RT GUARD	YOU/ME	
	SOLID	BLOCK CHARLIE 40/50 PROTECTION
LT GUARD	SOLID	BLOCK CHARLIE 40/50 PROTECTION
RT TACKLE		BLOCK CHARLIE 40/50 PROTECTION NO FAN # TO CALL SIDE VS REDUCED LOOK
LT TACKLE		" " " " " " " " " "
Y		# MAN OVER YOU, PROTECT INSIDE IF CALL IS AWAY FROM YOU, RELEASE RUN PATTERN CALLED
HB		RUN ROUTE CALLED IF AWAY FROM CALL IF CALL IS TO YOUR SIDE, # MAN OVER YOU, PROTECT INSIDE
FB/RB		VS EVEN # MLB VS ODD # INSIDE LBER. TO CALL SIDE

30



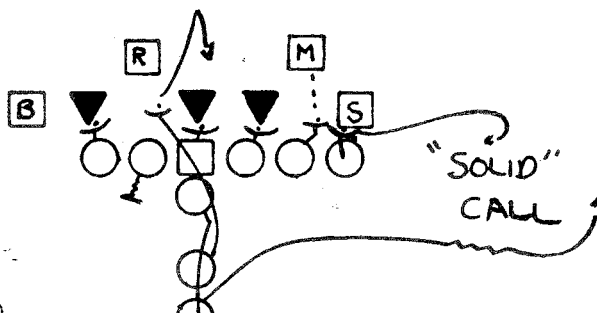
DC RT Char. 60

UNDER L



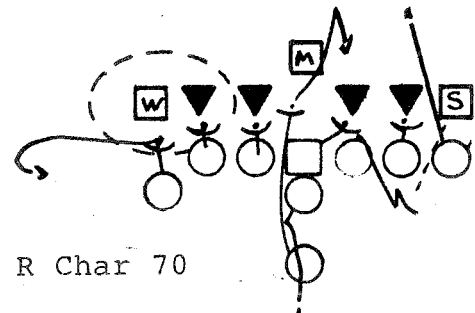
Trey RT Char 60

OVER



GR H LT  
Char 60

CHARLIE 70/60 WK SIDE



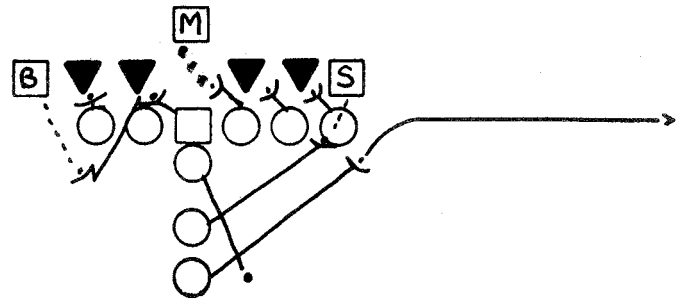
DC R Char 70

Aggressive Pass Pro.  
With O. Line Sliding  
from Call. FB responsi-  
ble for End Man on L.O.S  
HB responsible for extra  
rusher.

QB:

Open Behind Tackle  
5 Steps or 7 Steps

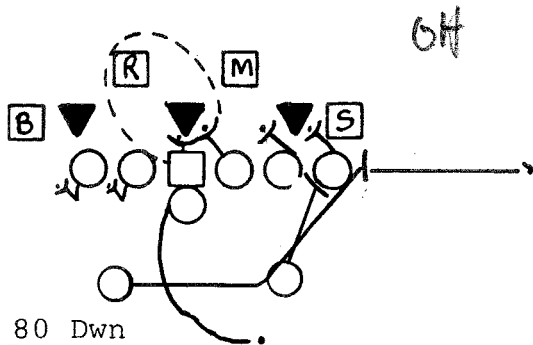
40



Green RT Charlie 80 Down

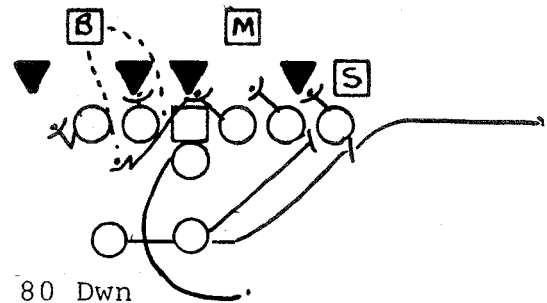
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	BACKSIDE GUARD COVERED, # BACK - GUARD WILL STIFF ARM DT. VS 30 & OS, STIFF ARM MAN OVER YOU - EYEBALL ROVER - ZONE RNX. VS OVER # MAN OVER YOU (ALERT "YOU"/"ME").
RT. GUARD		UNCOVERED ONSIDE, # DOWN ON NT. COVERED ONSIDE, # INSIDE G. UNCOVERED BACKSIDE, AGG. FAN. COVERED BACKSIDE, STIFF ARM MAN OVER YOU - PICK-UP BUCK.
LT. GUARD		" " " " " " " " " "
RT. TACKLE		ONSIDE, # DOWN PROTECT INSIDE GAP - ZONE ALL STUNTS WITH O.G. AND Y. BLOCK ANYTHING IN INSIDE GAP.
LT. TACKLE		" " " " " " " " " "
Y		# DOWN
HB/RB		FLOW STRONG. AGGRESSIVE CHECK EXTRA RUSHER. NONE RUN SHOOT OR ROUTE CALLED.
FB		FLOW STRONG. AGGRESSIVE CHECK OSLBER/EMO L.O.S. NO DOG-STAY.

30



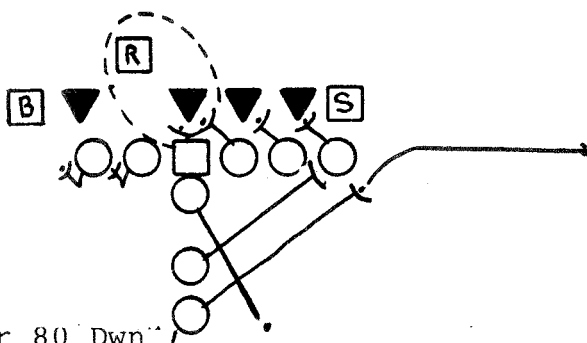
RR Char 80 Dwn

UNDER L



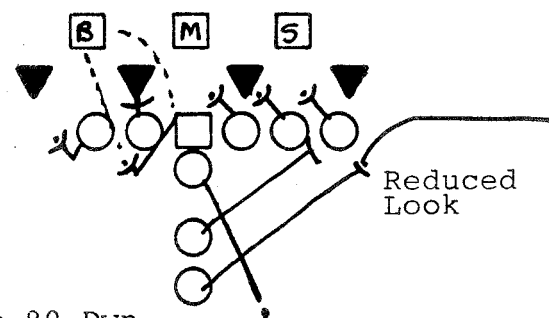
BR Char 80 Dwn

OVER



GR Char 80 Dwn

4LS (REDUCED ADJUSTMENT)

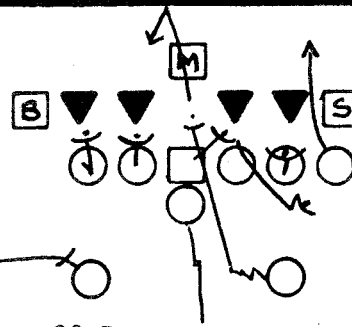


GR Char 80 Dwn

Aggressive Pass - Pro.  
With O Line Responsible  
For Stub. FB Pick-Up  
MLB. HB Chk. Buck -  
Release.

QB:  
FK Draw 5/7 Steps behind center

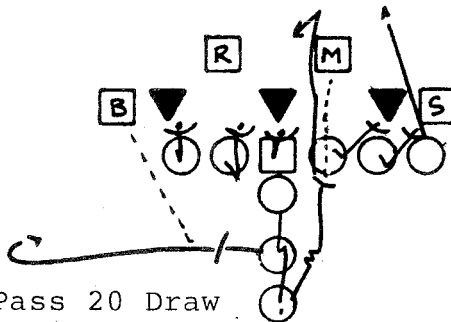
40



Red Rt Pass 20 Draw

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER	"YOU" "ME"	EVEN: # DT PLAYSIDE VS 30, UNDER: # MAN OVER YOU
RT GUARD		ONSIDE - VS EVEN: STIFF DT PICK-UP STUB VS BUBBLE: FAN # BACKSIDE - VS EVEN: # MAN OVER YOU. VS BUBBLE: # MAN OVER YOU
LT GUARD		ONSIDE - VS EVEN: STIFF DT PICK-UP STUB VS BUBBLE: FAN # BACKSIDE - VS EVEN: # MAN OVER YOU. VS BUBBLE: # MAN OVER YOU
RT TACKLE		ONSIDE - VS EVEN BLOCK MAN OVER YOU. VS 30, UNDER: FAN # # END MAN ON L.O.S. BACKSIDE - # MAN OVER YOU (FAN UNDER L)
LT TACKLE		ONSIDE - VS EVEN BLOCK MAN OVER YOU. VS 30, UNDER: FAN # MAN ON L.O.S. BACKSIDE - # MAN OVER YOU (FAN UNDER L)
Y		RELEASE RUN ROUTE CALLED.
HB		CHECK BUCK - RELEASE RUN FLARE OR CALLED ROUTE, ALERT GREEN FORMATION.
FB		CHECK MLB - NO DOG RUN THRU OR CALLED ROUTE. ALERT GREEN FORMATION.

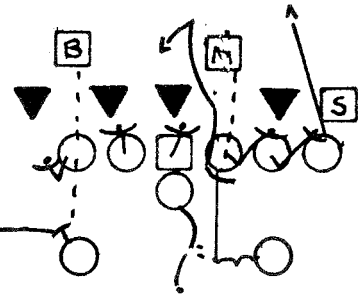
30



GR Pass 20 Draw

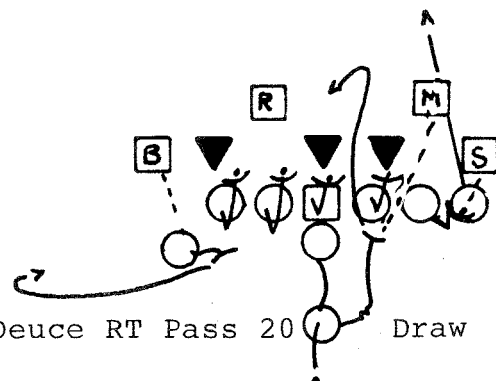
FAN  
Aggressive

UNDER L



RR Pass 20 Draw

OVER



Deuce RT Pass 20 Draw

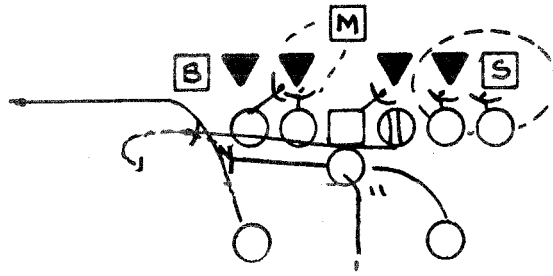


O. Line Run 40/50 Trap. HB  
Fake Trap, Run Route. FB  
Fake Trap, Responsible For  
Buck.

QB:

Open Behind Center 3/5/7 Step.  
Token Fake to FB.

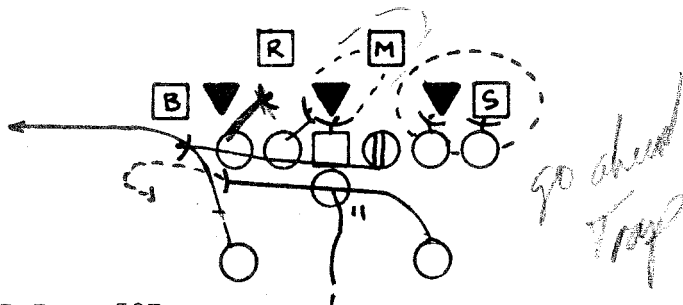
40



Red RT Pass 50 Trap

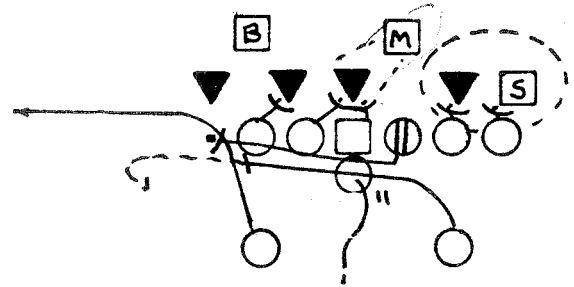
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BLOCK 40/50 TRAP
RT GUARD		BLOCK 40/50 TRAP
LFT GUARD		BLOCK 40/50 TRAP
RT TACKLE		BLOCK 40/50 TRAP. ZONE SOX W/O.T. ONSIDE
LFT TACKLE		BLOCK 40/50 TRAP. ZONE SOX W/O.T. ONSIDE
Y		BLOCK MAN OVER YOU
HB		START 40/50 TRAP - RUN SHOOT OR ROUTE CALLED.
FB		RUN 40/50 TRAP COURSE - CHECK BUCK. NO DOG - SLOW SHOOT.

30



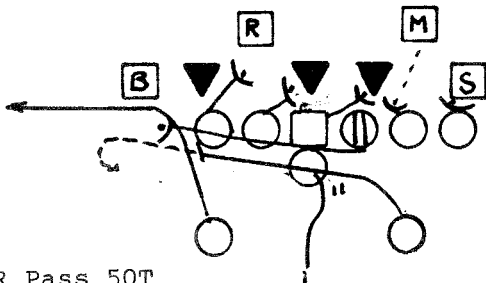
RR Pass 50T

UNDER L



RR Pass 50T

OVER



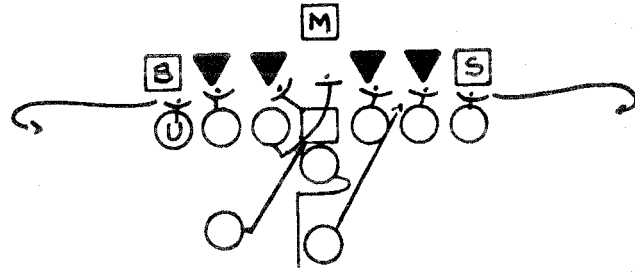
RR Pass 50T



BACKS RUN PLAY CALLED.  
Y - U AGGRESSIVE CHECK

QB: FAKE 20/30 OH  
SET UP 7/10 YDS BEHIND  
CTR.

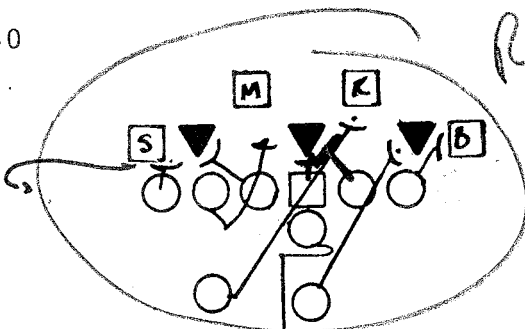
40



Brown RTU Pass 20 OH

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BACKSIDE GUARD COVERED, BLK. BACK BACKSIDE GUARD UNCOVERED # MAN ON W/ONSIDE O.G.
RT GUARD		ONSIDE: CENTER UNCOVERED, BLK MAN ON. CENTER COVERED BLK DOWN. BACKSIDE PULL FOR FIRST INSIDE LBER. FOLD # V. BUBBLE OVER YOU.
LFT GUARD		ONSIDE: CENTER UNCOVERED, BLK MAN ON. CENTER COVERED BLK DOWN. BACKSIDE PULL FOR FIRST INSIDE LBER. FOLD # V. BUBBLE OVER YOU.
RT TACKLE		ONSIDE: COVERED, # MAN ON. UNCOVERED BLOCK DOWN. BACKSIDE BLK ROLL RT 20/30 OH WEAK - FAN #.
LFT TACKLE		ONSIDE: COVERED, # MAN ON. UNCOVERED, BLOCK DOWN. BACKSIDE BLK ROLL RT. 20/30 OH WEAK - FAN #.
Y/U		BLOCK MAN ON
HB		FAKE 20/30 "OH" - ALERT WEAK CALL. RUN THROUGH 20/30 hole, STAY.
FB		FAKE 20/30 "OH" - ALERT WEAK CALL. # MAN OVER WEAK OT.

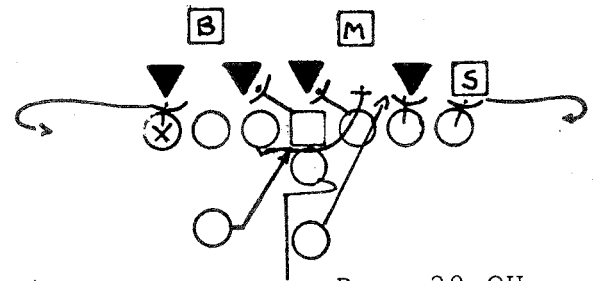
30



*Re think  
Lovat*

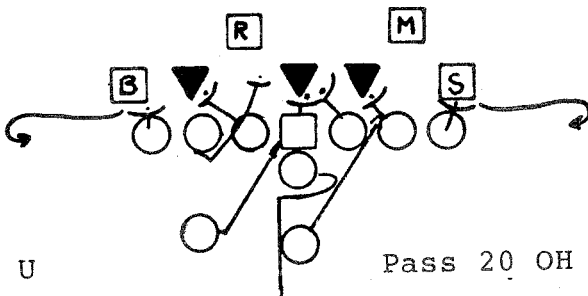
Blue LT Pass 20 OH Weak

UNDER L



BR Tite Pass 20 OH

OVER



BR U

Pass 20 OH



## BASIC PLAY ACTION PASS PATTERNS

1986

Charlie 10/11201  
208Charlie 40/50 Slant Wk389 (Pump)  
989Charlie 40/50 Slant Stg453 (Pump)  
989Charlie 40/50 F323 (Pump)  
796Charlie 20/30 Lag

489

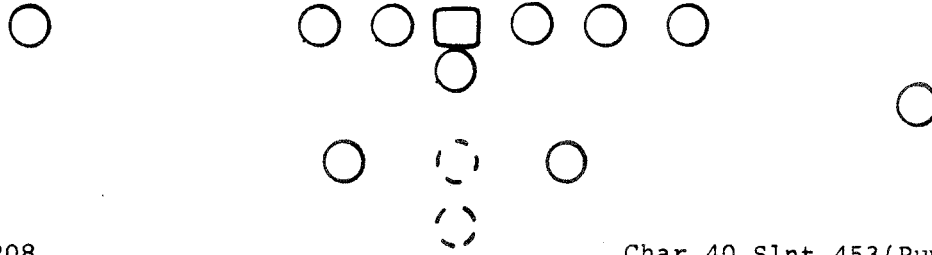
Charlie 40/50 Draw826  
7"0"6  
628  
9"0"6Charlie 40/50 Power806 Hammer  
807 Hammer  
679Charlie 60/70389 (Pump)  
989  
774 QKCharlie 80/90 Down

605 (Pump)

Pass 20/30 Draw866  
4"0"8Pass 40/50 TrapRoll 60/70 Blunt  
201  
907 A Corner  
907 A Post  
807 A SwingPass 20/30 OH096  
Z-9/Z-7

Play Action Pass  
2 Back Set - Normal

PAP 1A

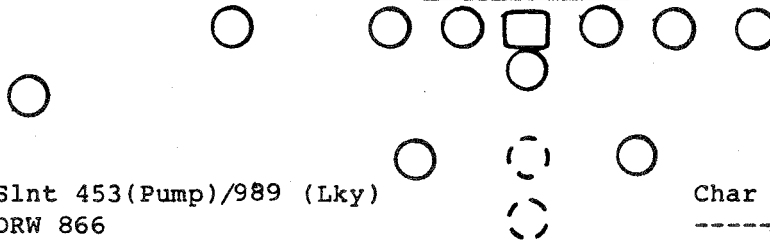


Char 10 201/208  
Char 50 Slnt 389(Pump)/989  
Char 30 Lag 489  
Pass 50 Trap/Roll 70 Blunt  
201  
907 A Corner/A Post  
807 A Swing

Char 40 Slnt 453(Pump/989(Rky)  
Char 40 F 323 (Pump)  
Char 40 DRW 826/7"0"6/628/9"0"6  
Char 40 PWR 806-807 HAMR/679  
Char 80 DWN 605(Pump)  
Pass 20 DRw 866/4"0"8  
Pass 20 OH Z-9/Z-7 Tgt/U

-----  
Run Pass 80 Toss  
Run Pass 80 F  
80 Toss Triple Pass  
80 F Triple Pass  
80 Bob Z Reverse Pass Lt  
80 Toss Z Rev Pass Lt U/Y Cross U

2 Back - Slot



Char 50 Slnt 453(Pump)/989 (Lky)  
Pass 30 DRW 866  
Pass 30 OH 096

Char 40 F 796/989(Lky)

-----  
Run Pass 80 Toss  
Run Pass 80 F  
Char 40F Lite DBL Pass



Play Action Pass

PAP 1B

Deuce

Char 10 201/208

Char 70 389(Pump)/989(Rky)

Char 70 774 Qk

Roll 70 Blunt

201

907 A Corner/A Post

807 A Swing

K-Char 60 389(Pump)/989(Lky)

K-Char 60 774 Qk

Pass 20 DRW 866/4"0"8

Roll 80 Blunt Toss Back Pass

90 Toss X Reverse Pass Rt

Solo

Char 70 453(Pump)/989(Lky)

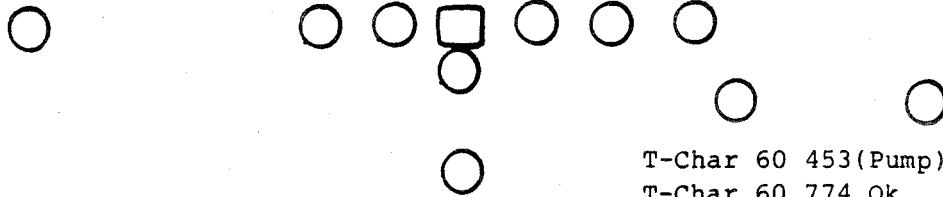
Char 70 774 Qk

Char 60 096

Pass 20 DRW 866

Roll 70 Blunt Toss Back Pass

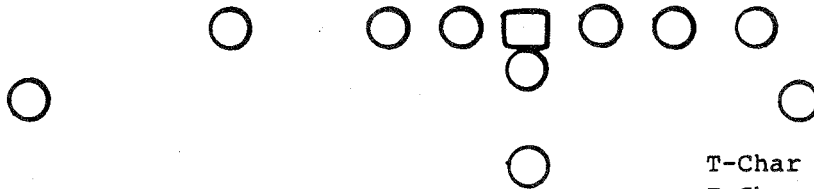
Trey



T-Char 60 453(Pump)/989 (Rky)  
T-Char 60 774 Qk  
T-Sprint Rt 673

-----  
Run Pass 80 Toss

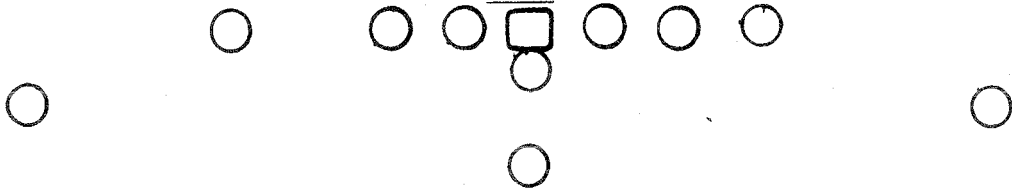
Flank



T-Char 60 796/989(Lky)  
T-Char 60 774 Qk

-----  
Run Pass 80 Toss  
Char 60 Lite DBL Pass

Flex



T-Char 60 389/989(Lky)

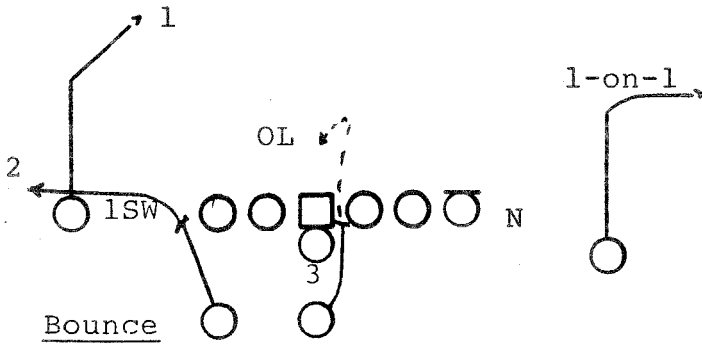
T-Char 60 774 Qk

-----  
Run Pass 80 Toss

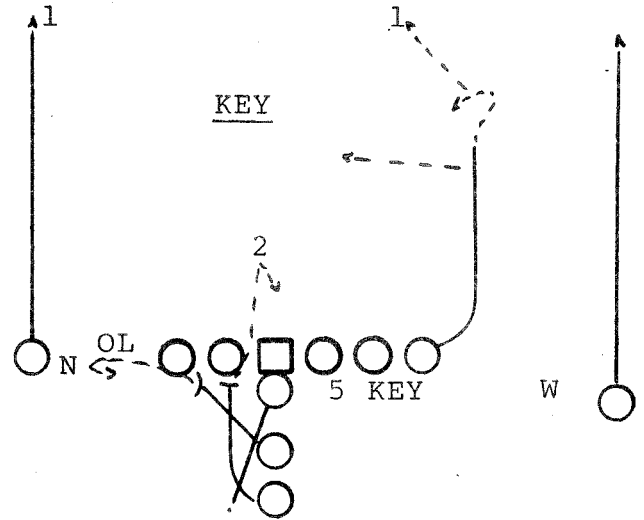
Char 60 Lite DBL Pass



Charlie 10/11

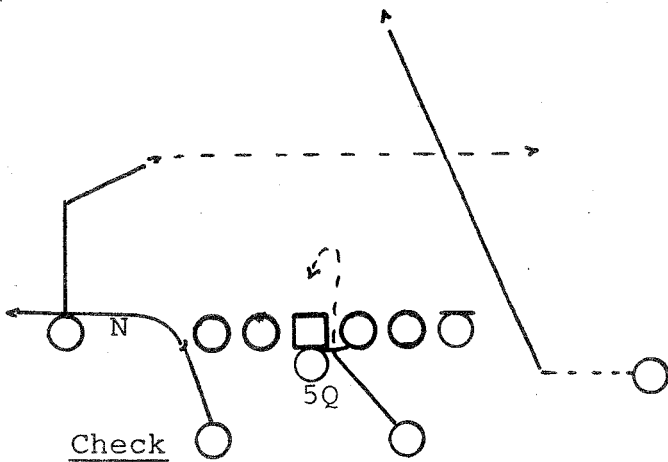


BR Char. 10 201

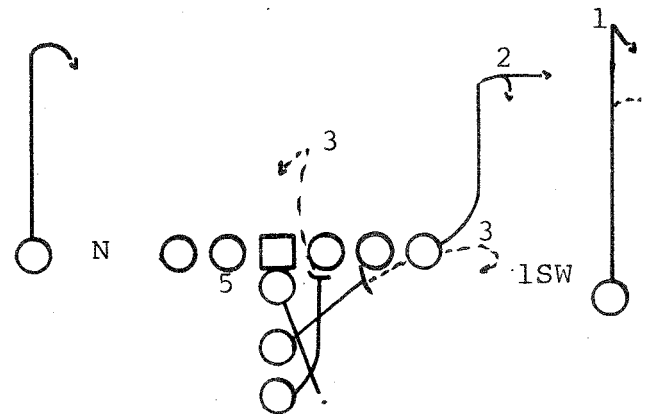


GR Char. 50 Slnt 989

Charlie 40/50 Slant STG

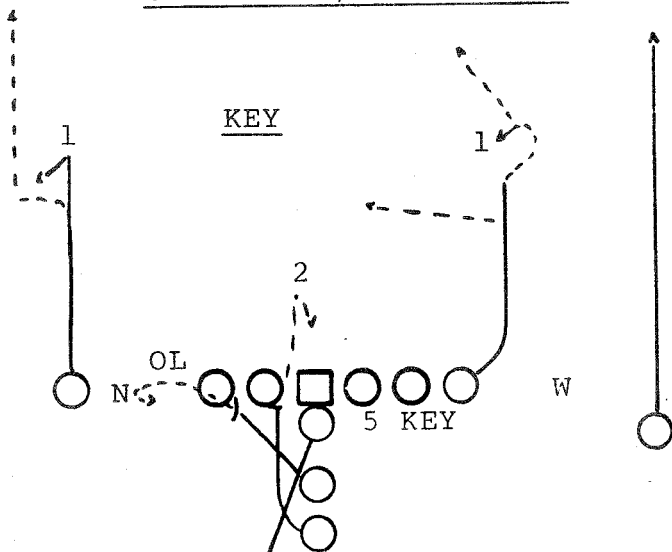


RR Z Short Char. 10 208 (Arrow)

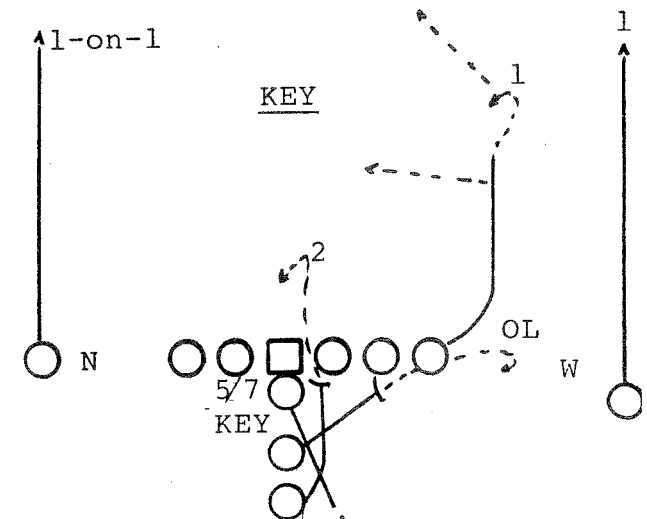


GR Char. 40 Slnt 453 (Pump)

Charlie 40/50 Slant Wk



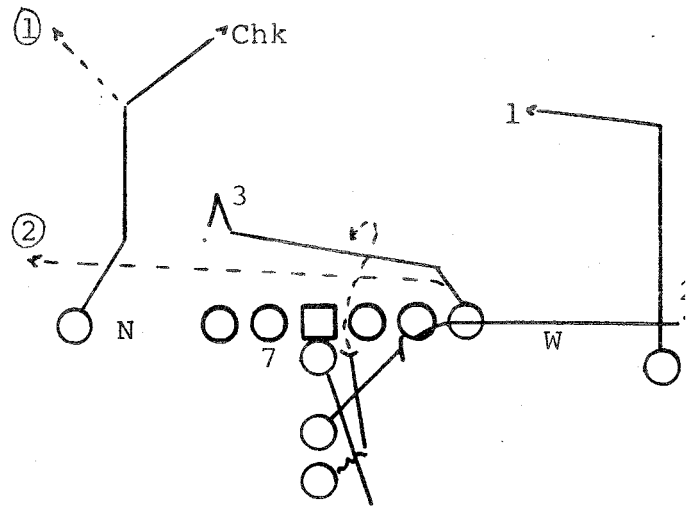
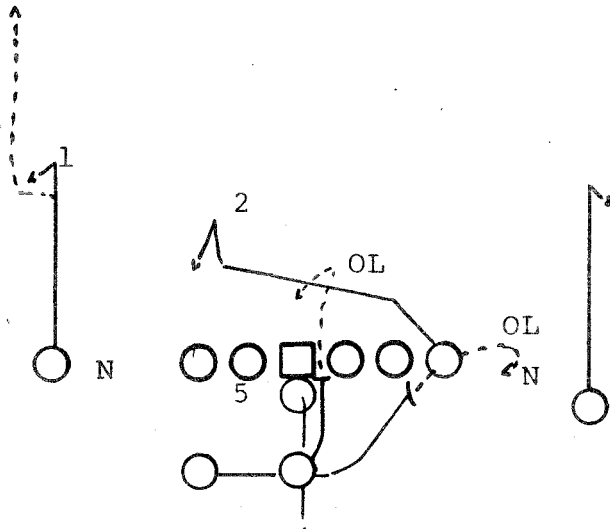
GR Char 50 Slnt 389 (Pump)



GR Char. 40 Slnt 989

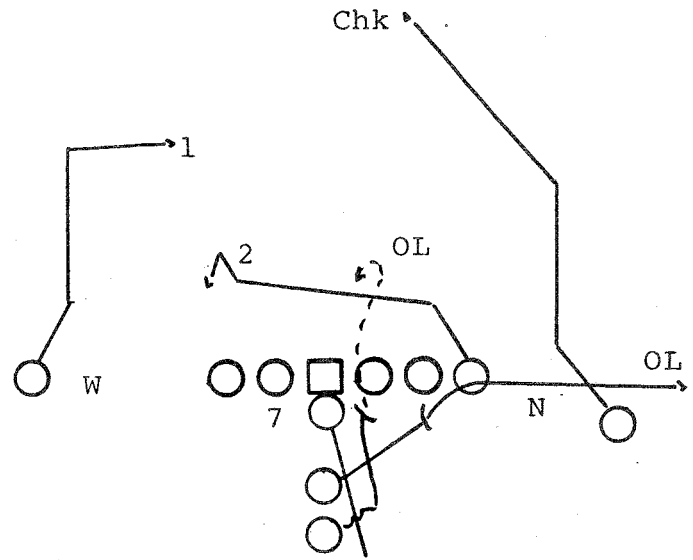
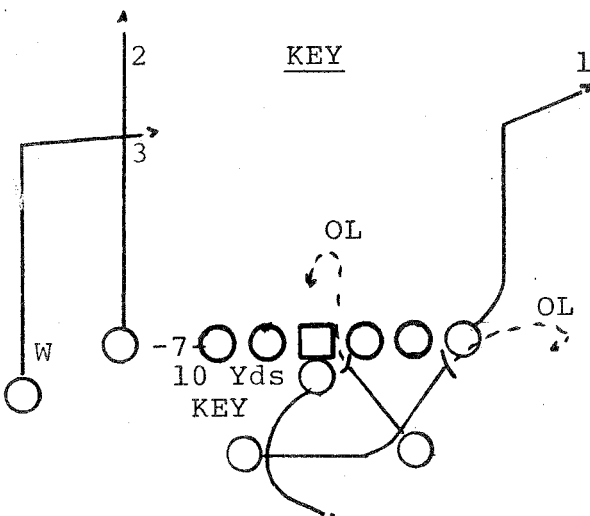
Charlie 40/50 F

Charlie 40/50 Draw



BR Char 40F 323 (Pump)

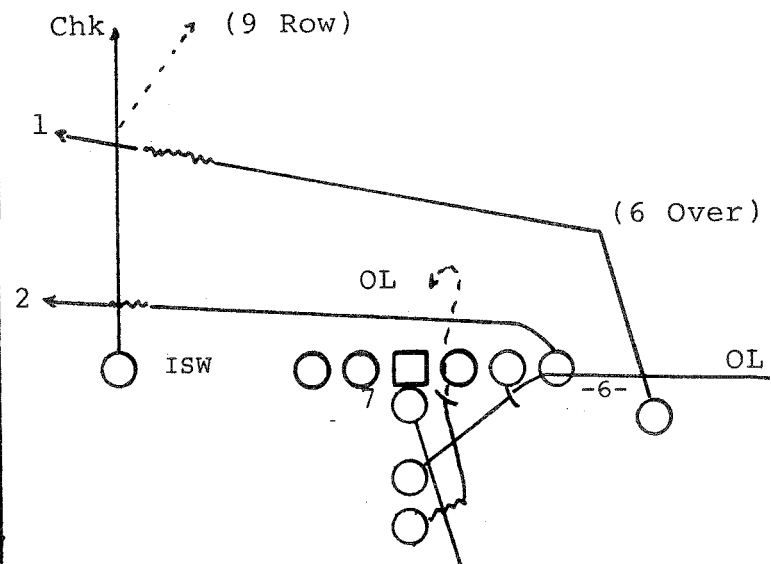
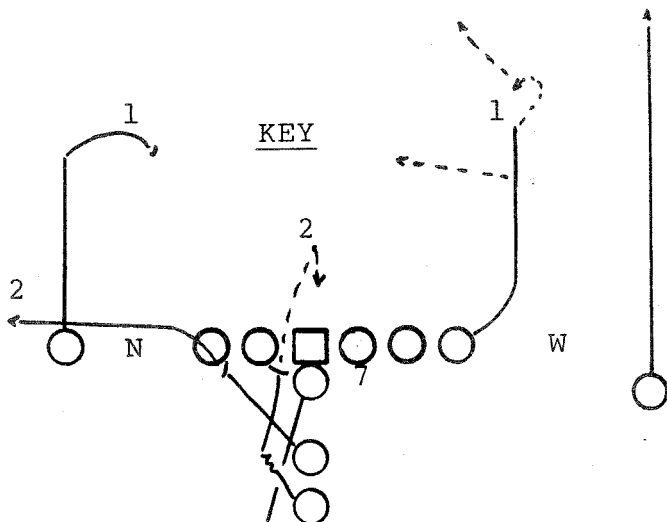
GR Char 40 Draw 826 (7"0"6)



RR Slot Char 40F 796

GR Char 40 Draw 628

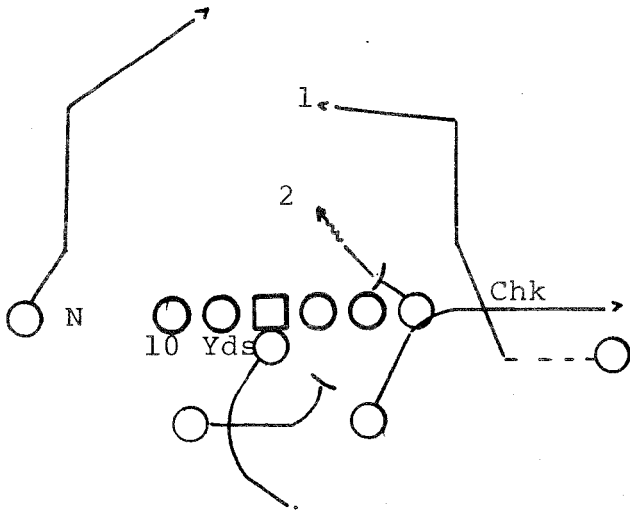
Charlie 20/30 Lag



GR Char 30 Lag 489

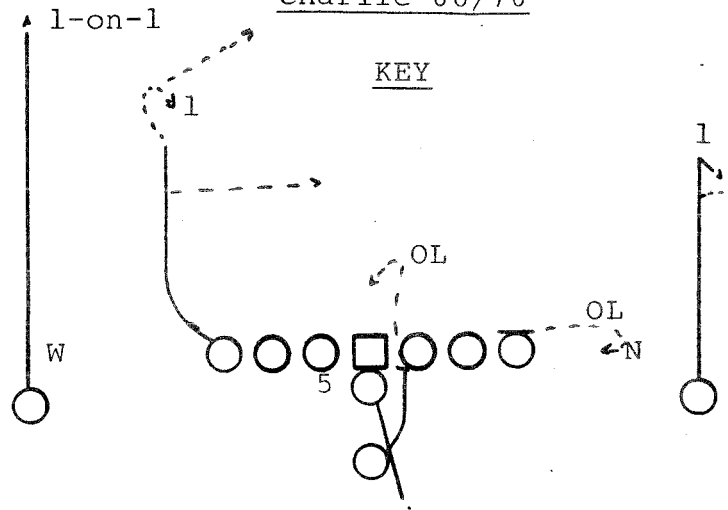
GR Char. 40 Draw 9"0"6

Charlie 40/50 Power

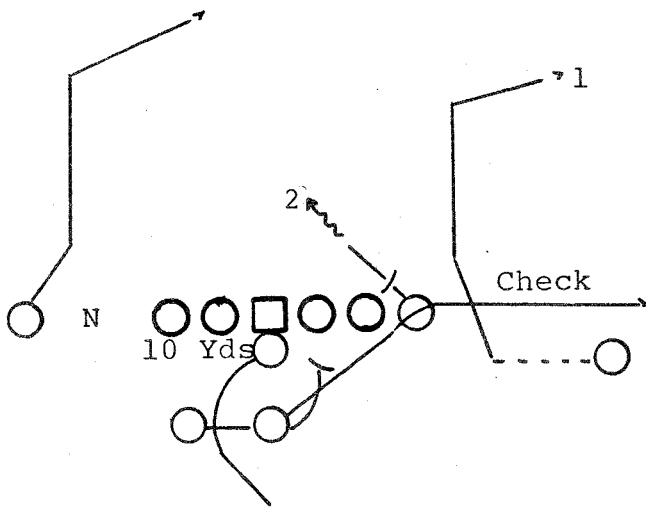


RR Z Short Char. 40 Power 806 Hammer

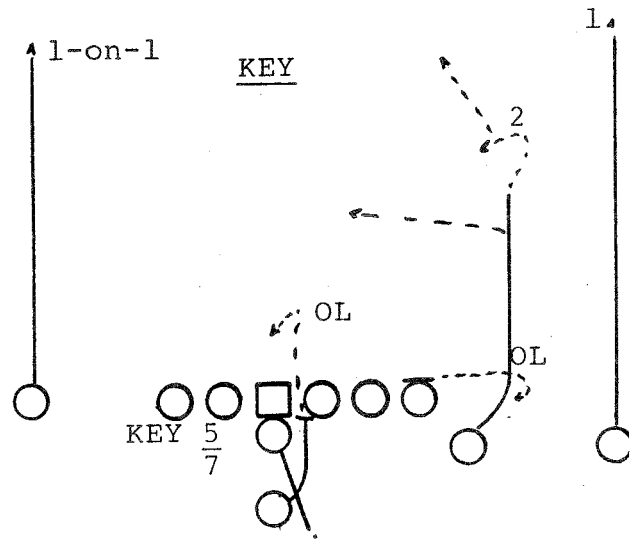
Charlie 60/70



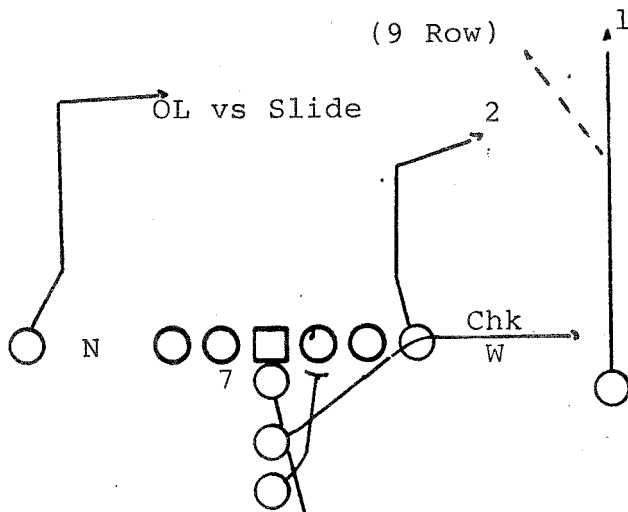
DCE R-K Char 60 389 (Pump)



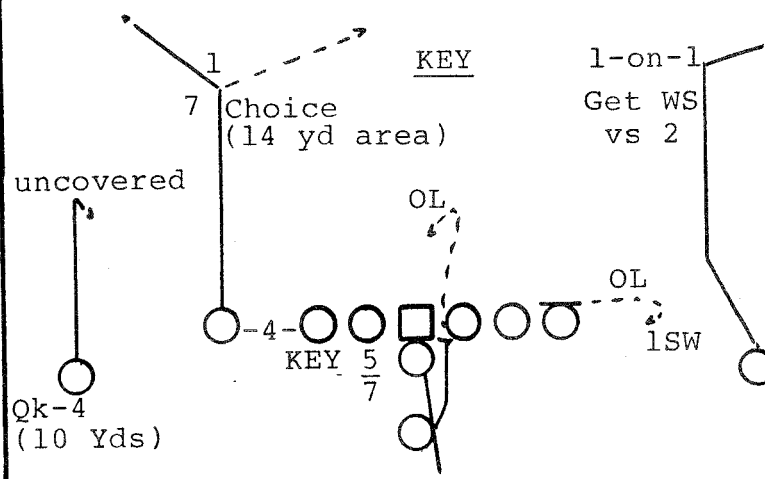
RR Z Short Char. 40 Power 807 Hammer



TRE R-T Char 60 989



G.R.Char 40 Power 679

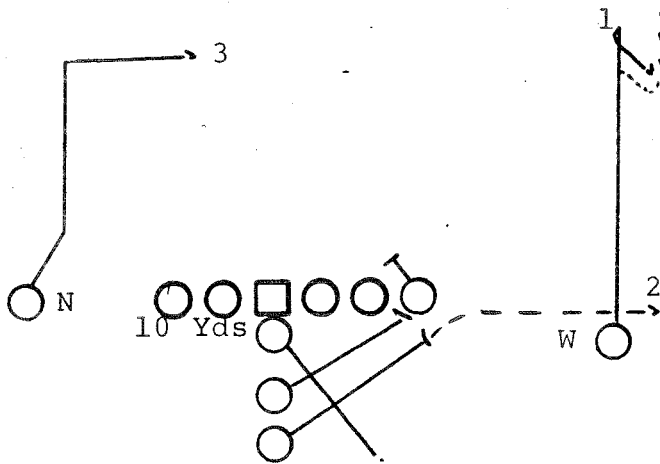


Flx R-T Char 60 774 Quick

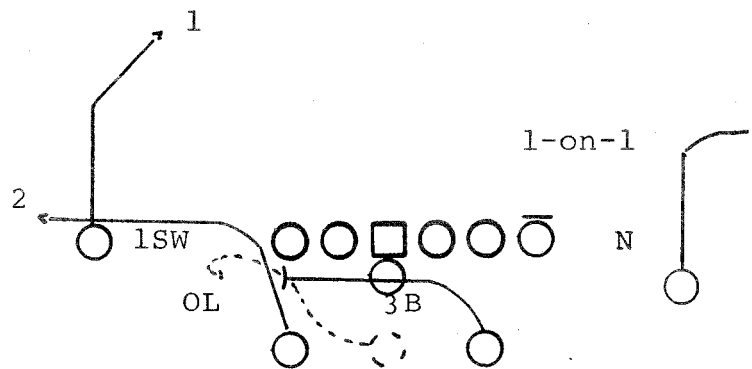
# PLAY ACTION PASS

PAP 5

Charlie 80/90 Down



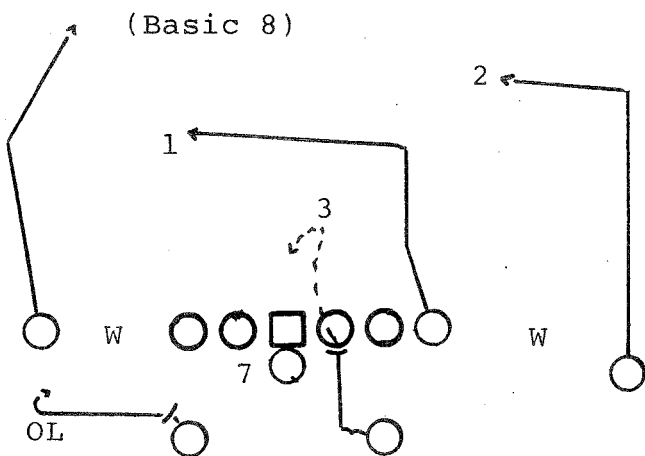
Pass 40/50 Trap  
Roll 60/70 Blunt



GR Char. 80 Down 605 (Pump)

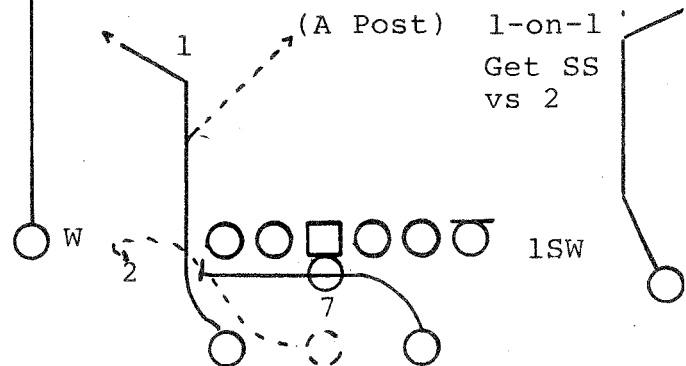
RR Pass 50 Trap 201

Pass 20/30 Draw



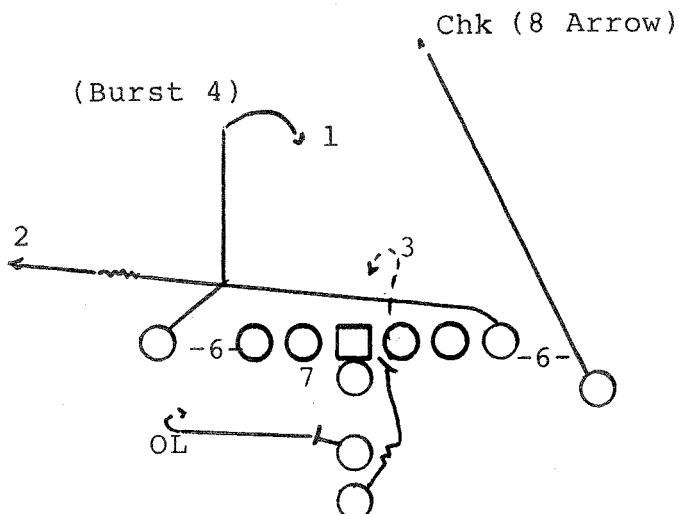
Chk (9 Row)

A Post Key

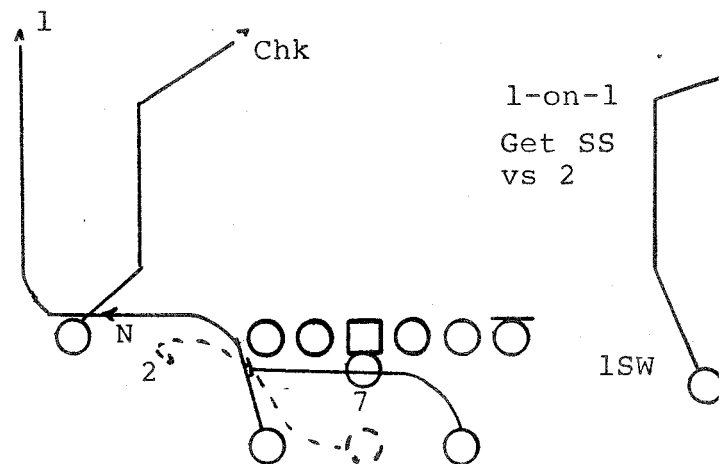


RR Pass 20 Drw 866

RR Pass 50 Trap 907 A Corner (A Post)

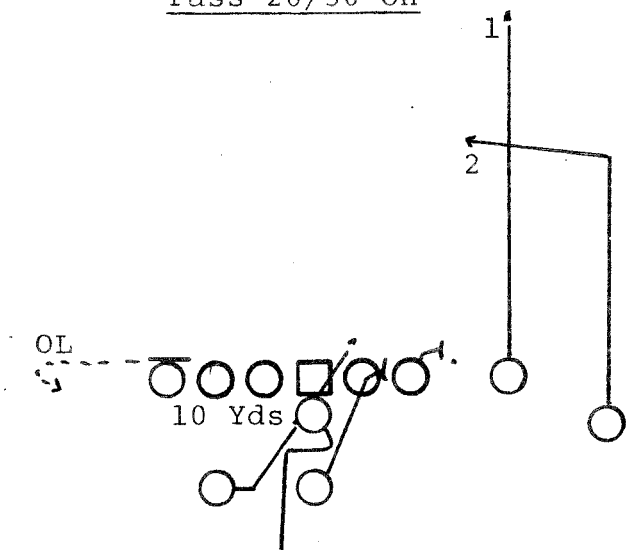


GR Pass 20 Drw 4"0"8

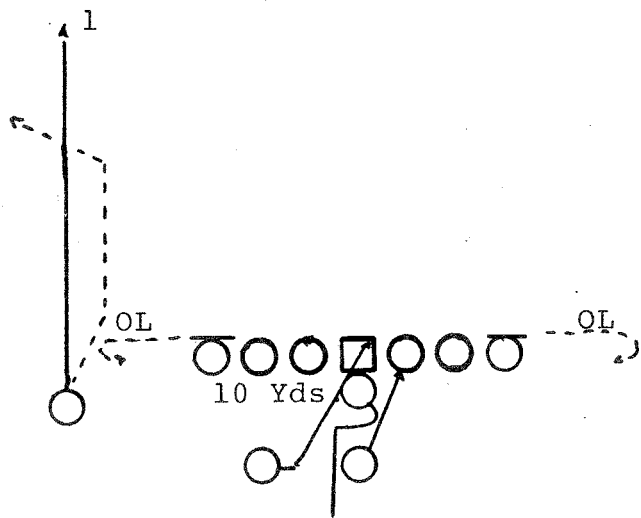


RR Pass 50 Trap 807 A Swing

Pass 20/30 OH



BL LT Slot Pass 20 OH Wk 096



U BL LT Pass 20 OH Z-9 (Z-7)





SPECIALS

Run Pass 80/90 Toss

Run Pass 80/90F

Toss Back Pass Rt/Lt

Triple Pass Rt/Lt

X Reverse Pass Fk 80/90 Toss

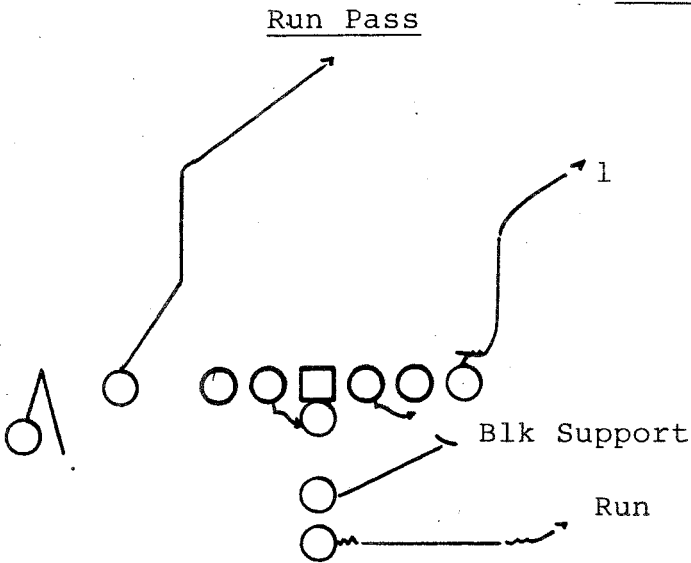
Z Reverse Pass Fk 80/90 Bob

Z Reverse Pass X-Y Cross Fk 80/90 Toss

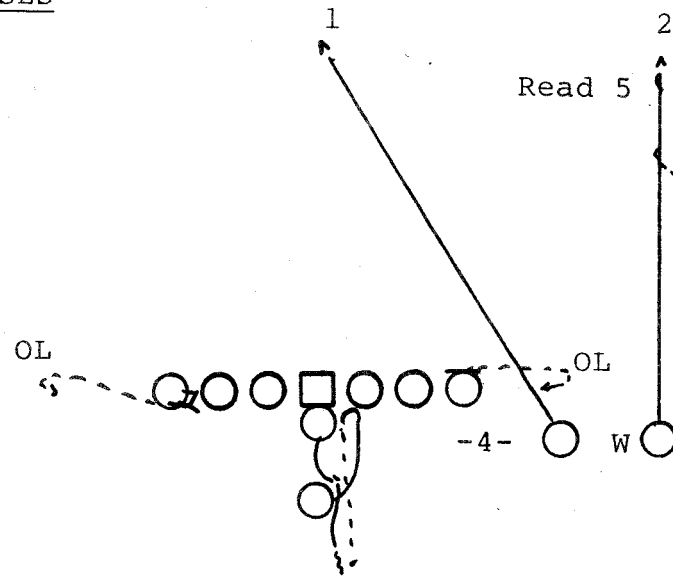
Charlie 40/50F Lite Flash Double Pass

# SPECIAL PASSES

PAP 8

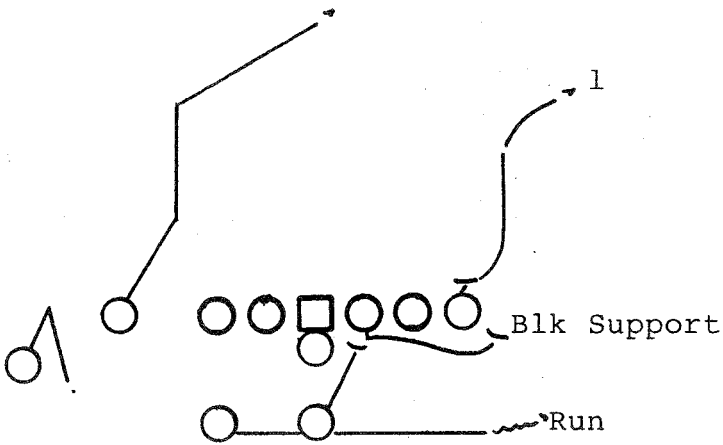


G R Slot Run Pass H 80 Toss

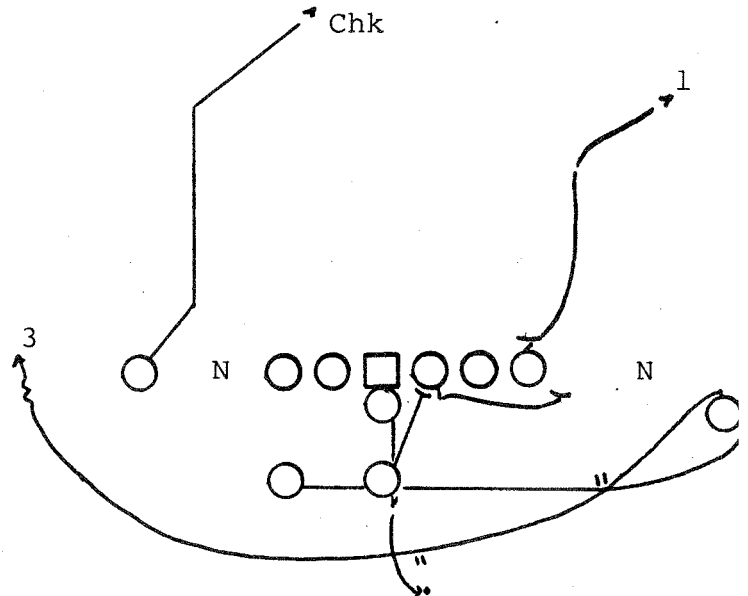


Solo LT on Roll 60 BL Toss Back Pass

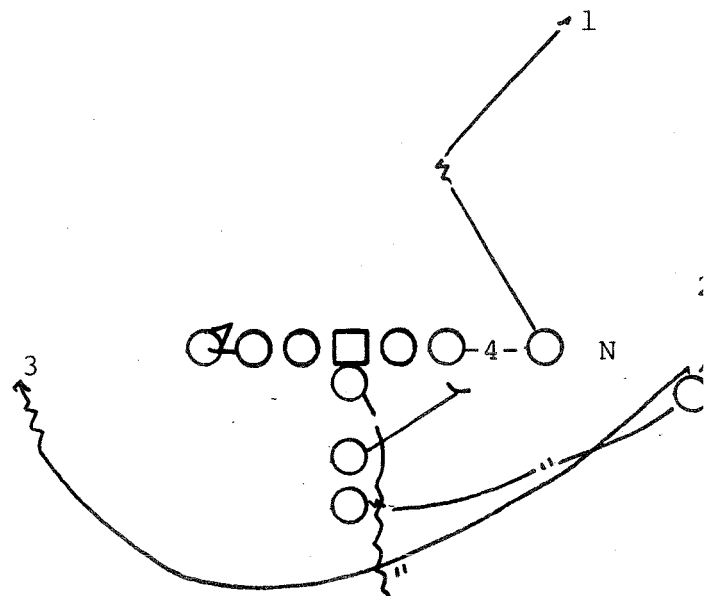
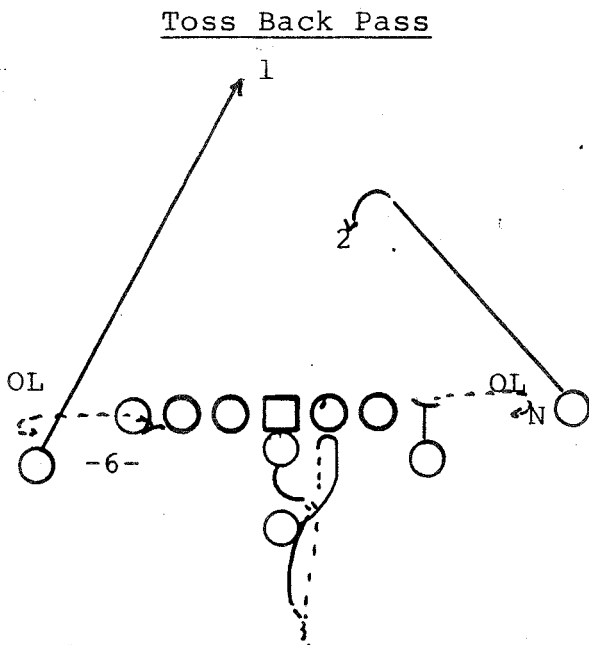
## 80 F Triple Pass Rt



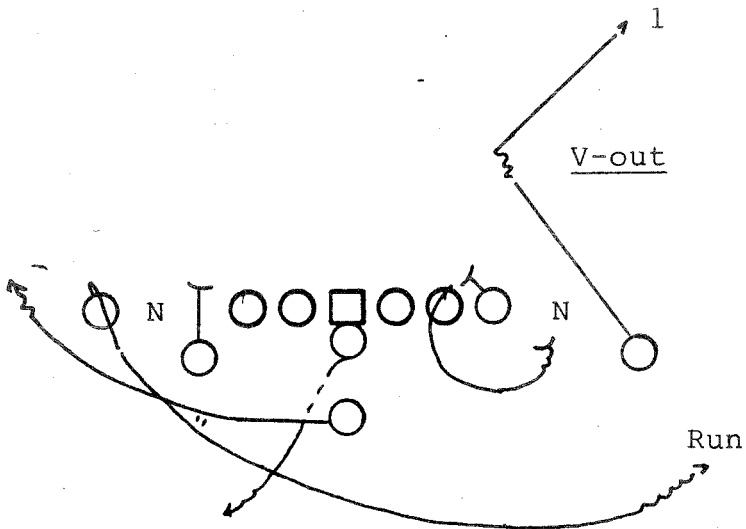
B R Slot Run Pass 80F



## 80 Toss Triple Pass Rt

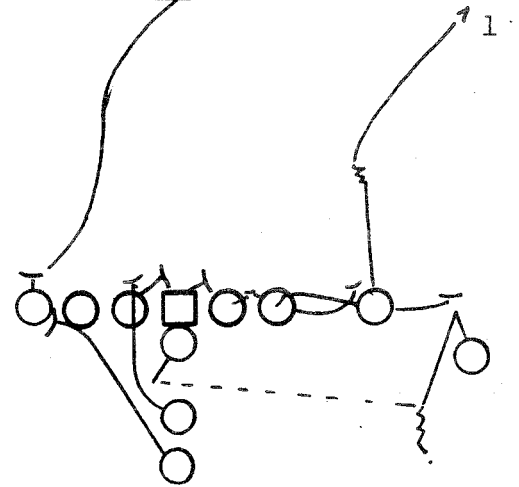


Dce R 90 Toss X Rev Pass Rt

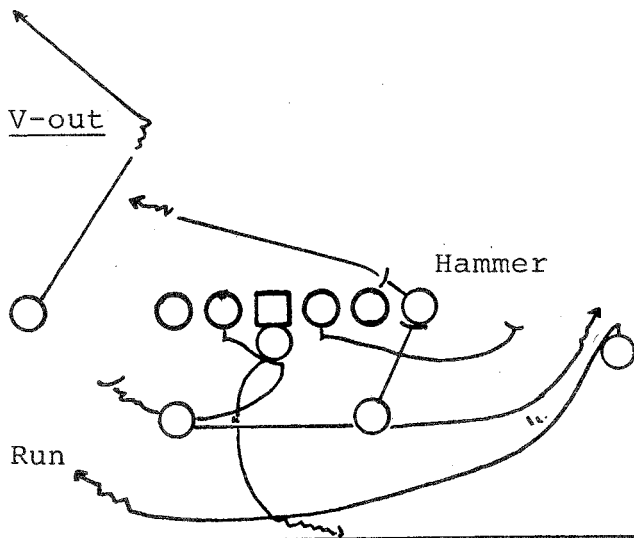


Green Lt Slot Char 50F

Flash Double Pass

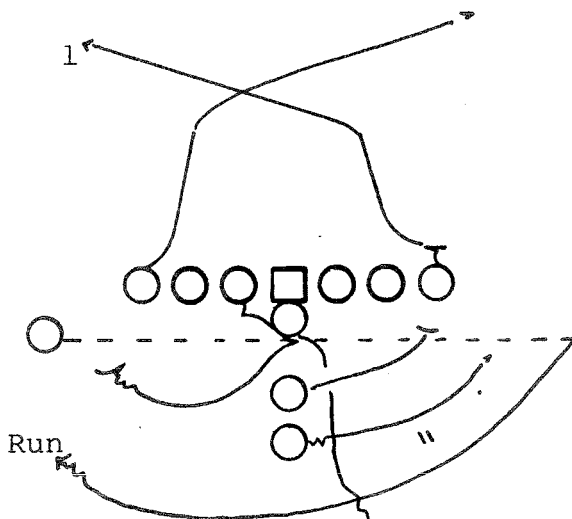


Red R 80 Bob Z Rev Pass Lt



OO□OO

U Green Rt Z Opp  
80 Toss Z Rev. Pass Lt U/Y Cross



OO□OO

ACTION PASS

Protection

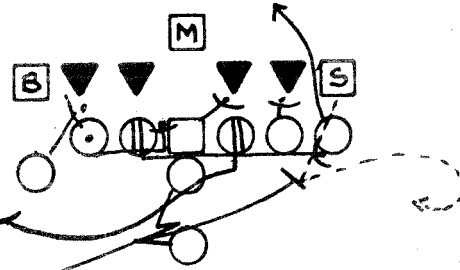
Back Action

AGGRESSIVE LINE PROTECTION.

QB: FK 60/70 OT SPRINT OUT

40

Deuce RT Waggle LT

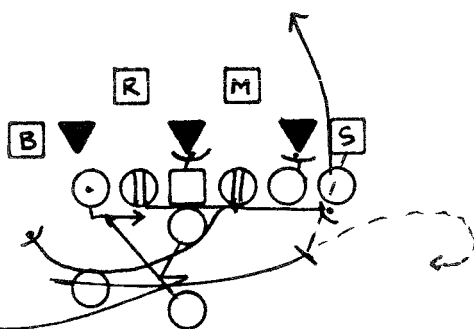


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN BLK BACK COVERED BLK MAN OVER (NT)
RT GUARD		BACKSIDE: PULL DEEP-LEAD - LOOK FOR END MAN ON L.O.S. ONside: PULL SHALLOW LOOK FOR MIKE BLITZ
LFT GUARD		ONside: PULL SHALLOW LOOK FOR MIKE BLITZ BACKSIDE: PULL DEEP - LEAD LOOK FOR ENDMAN ON L.O.S.
RT TACKLE		BACKSIDE: # MAN OVER - PROTECT INSIDE. VS BUBBLE OVER OVER G-PULL ALERT ROVER/MAC BLITZ ONside: VS ON G COVERED = PULL CLIP MAN ON G.
LFT TACKLE		ONside: VS BUBBLE OVER G - PULL ALERT ROVER BLITZ VS ON G COVERED - PULL CLIP MAN ON G BACKSIDE: # MAN OVER - PROTECT INSIDE
Y		RELEASE RUN ROUTE CALLED
H		BLOCK DOWN
HB		TAKE JAB STEP, FAKE 60/70OT - BLOCK #3 BACKSIDE-RUN A SLOW SHOO
FB		FK 60/70 OT POWER TRAP CHK STUB-STAY OR RUN ROUTE CALLED

30

BR Waggle LT

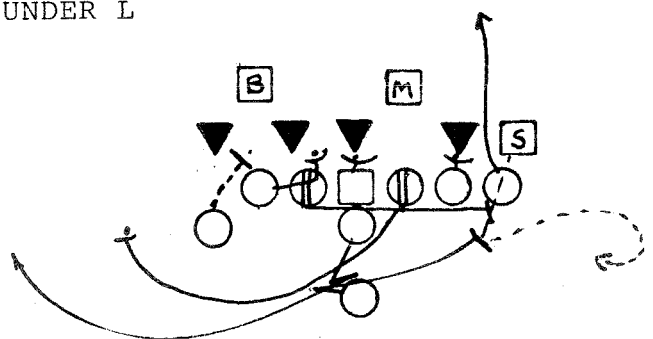
OVER



UNDER L

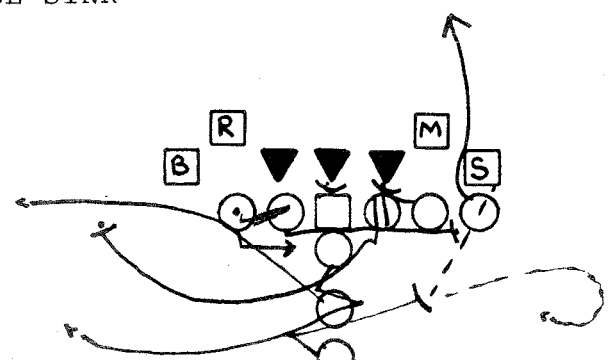
Deuce RT Waggle LT

DBL SINK



Deuce RT Waggle Lt

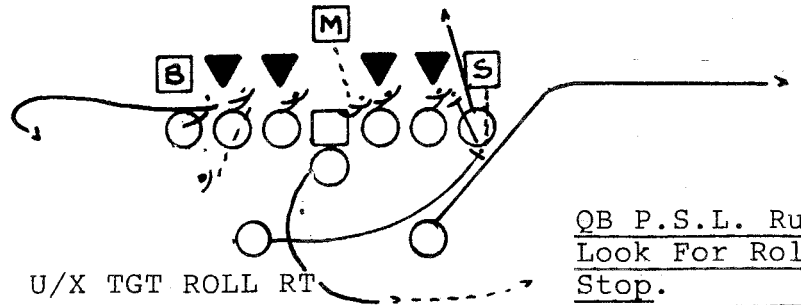
GR RT Waggle LT FB Shoot



AGGRESSIVE ON THE LINE  
PROTECTION. BASIC ONSIDE  
GAP PROTECTION. ONSIDE  
BACK & Y IN PATTERN,  
BACKSIDE BACK & X,  
PROTECTION.

QB: KEY OUTSIDE RUSH.  
ROLL OUTSIDE OR SET UP  
OUTSIDE THE TACKLE

40



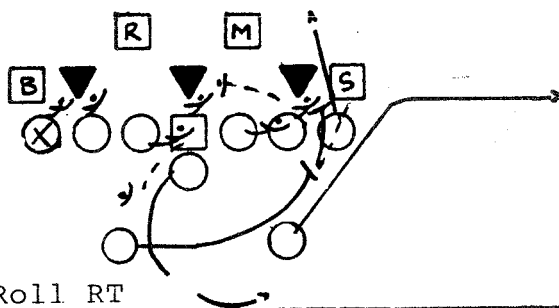
RED RT U/X TGT ROLL RT

QB P.S.L. Rush  
Look For Roll,  
Stop.

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, STEP PLAYSIDE GAP - CHK MLB - BACKSIDE. COVERED, # NT
RT GUARD		VS EVEN, # MAN OVER YOU UNCOVERED, STEP PLAYSIDE GAP - CHK LB - # TO NT
LFT GUARD		VS EVEN, STEP PLAYSIDE GAP - # MAN OVER YOU BACKSIDE UNCOVERED, STEP PLAYSIDE GAP-ALERT NT SLANT CHK LBER. # BACKSIDE.
RT TACKLE		# MAN OVER YOU. UNCOVERED, STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM
LFT TACKLE		STEP PLAYSIDE GAP, # MAN OVER YOU - BACKSIDE. UNCOVERED, STEP PLAYSIDE GAP - CHECK LBER - HELP ON MDM
Y		RUN ROUTE CALLED
X TGT/U		STEP PLAYSIDE GAP - # MAN BACKSIDE NO DOG - SLOW SHOOT
HB		CHEAT OVER IN ALIGNMENT. # OSLB, PLAYSIDE. NO DOG, HELP INSIDE.
FB		RUN SHOOT OR ROUTE CALLED

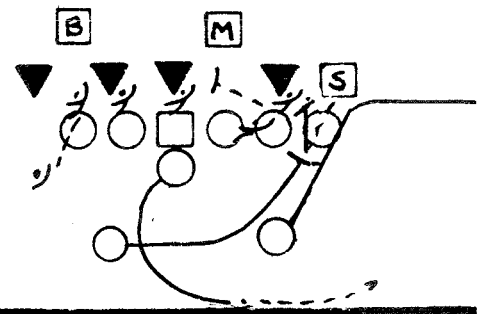
*Ad. Linebacker Watch Short*

30



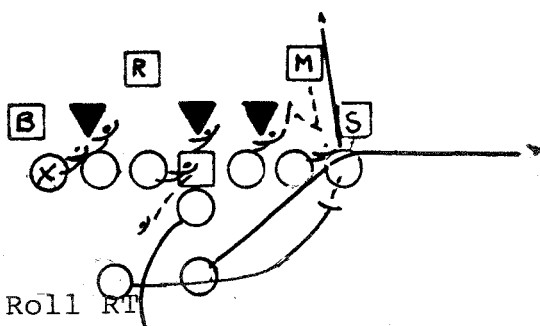
RR TGT Roll RT

UNDER L



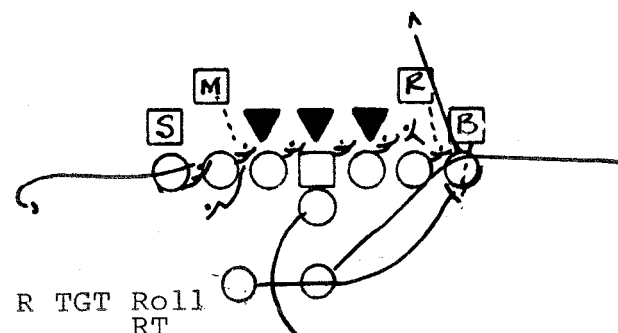
RR Roll RT

OVER



BR TGT Roll RT

DBL SINK



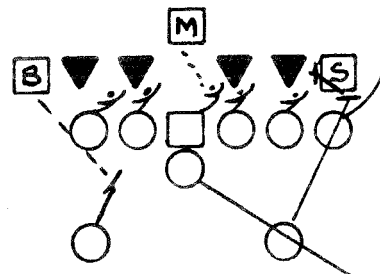
BL R TGT Roll RT

AGGRESSIVE ON THE LINE  
PROTECTION. BASIC ONSIDE  
GAP PROTECTION. ONSIDE  
BACK # OSLBER CALL SIDE.  
BACKSIDE BACK # BACKSLIDE  
OSL

QB: SPRINT OUT SET UP  
OUTSIDE THE

TACKLE

40

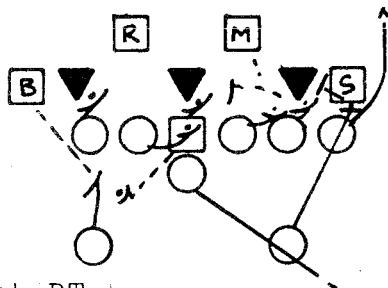


Red RT Sprint RT

QB P.S.L. Rush  
Look For Sprint,  
Stop.

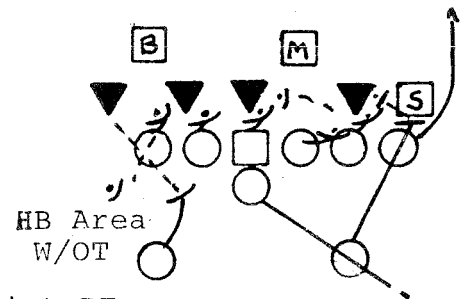
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, STEP PLAYSIDE GAP - CHK MLB - BACKSIDE. COVERED, # NT
RT GUARD		VS EVEN, # MAN OVER YOU UNCOVERED, STEP PLAYSIDE GAP - CHK LB - # TO NT
LFT GUARD		VS EVEN, STEP PLAYSIDE GAP - # MAN OVER YOU - BACKSIDE UNCOVERED, STEP PLAYSIDE GAP - ALERT NT SLANT-CHK LBER # BACKSIDE
RT TACKLE		# MAN OVER YOU UNCOVERED, STEP PLAYSIDE GAP - CHK LBER-HELP ON MDM
LFT TACKLE		STEP PLAYSIDE GAP, # MAN OVER YOU - BACKSIDE UNCOVERED, STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM
Y		RELEASE RUN ROUTE CALLED. POSSIBLE CALL TO KEEP YOU IN TO BLK MAN OVER-HELP INSIDE. ALERT FULL-CALL
HB		# OSLBER AWAY FROM CALL SIDE - ALERT FULL CALL
FB		# OSLBER TO CALL SIDE - HELP INSIDE - POSSIBLE CALL TO RELEASE YOU ON CALLED ROUTE-ALERT FULL CA

30



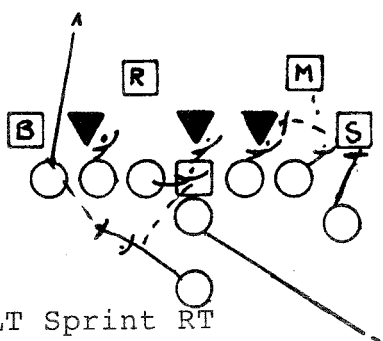
RR Sprint RT

UNDER L

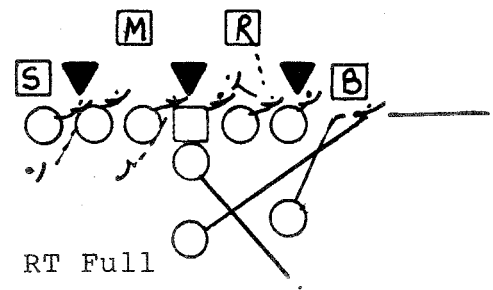


RR Sprint RT

OVER



Deuce LT Sprint RT

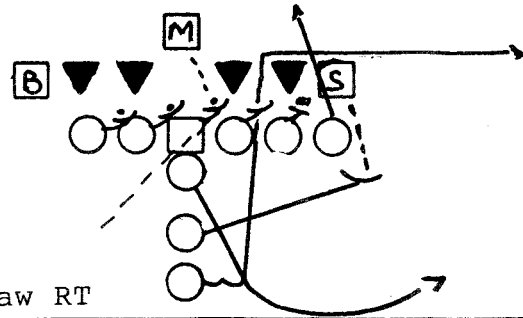


BL Sprint RT Full

AGGRESSIVE ON THE LINE  
PROTECTION. BASIC ONSIDE  
GAP PROTECTION.  
BACK # OSLBKR CALL SIDE.

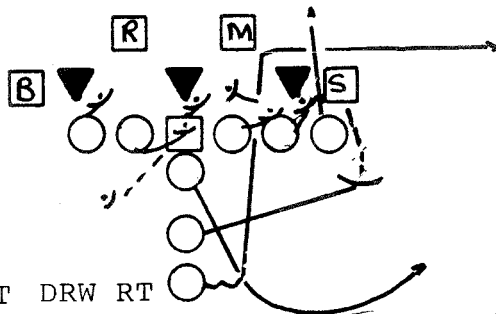
QB: SPRINT OUTSIDE THE  
OT.

GR Sprint Draw RT



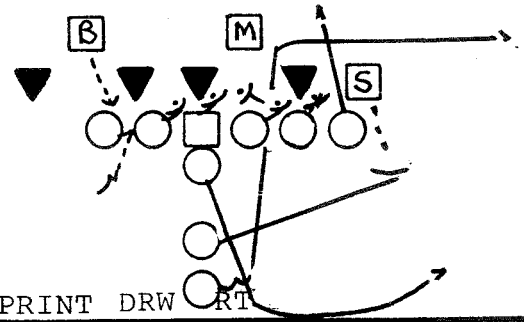
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, STEP PLAYSIDE GAP - CHK MLB - BACKSIDE. COVERED, # NT
RT. GUARD		VS. EVEN, # MAN OVER YOU UNCOVERED, STEP PLAYSIDE GAP - CHK LB - # TO NT
LT. GUARD		VS EVEN, STEP PLAYSIDE GAP - # MAN OVER YOU - BACKSIDE UNCOVERED, STEP PLAYSIDE GAP - ALERT NT SLANT - CHK LBER # BACKSIDE
RT. TACKLE		# MAN OVER YOU UNCOVERED, STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM
LT. TACKLE		STEP PLAYSIDE GAP, # MAN OVER YOU - BACKSIDE UNCOVERED, STEP PLAYSIDE GAP - CHK LBER - HELP ON MDM
Y		OUTSIDE RELEASE - RUN OUT AT 12 YDS - READ COVER HOOK IT UP
HB/RB		TAKE 2 STEPS PARALLEL TO L.O.S. - FAKE - THRU L.O.S. TO FLAT
FB		SPRINT TO A POINT 2 YARDS BEHIND THE T.E. # OSLBER CALL SIDE.

30



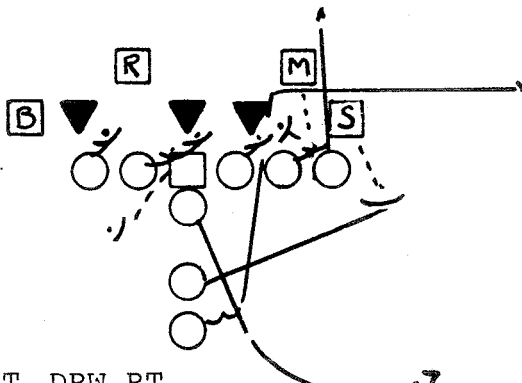
GR SPRINT DRW RT

UNDER L



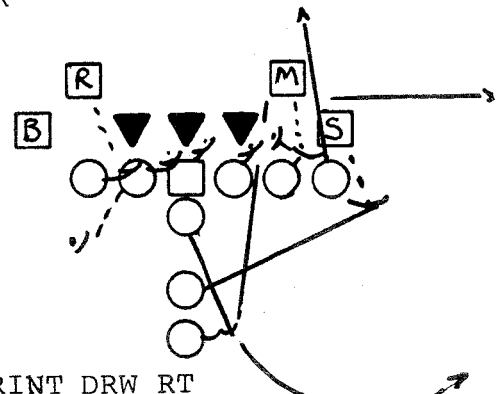
GR RT SPRINT DRW RT

OVER



GR SPRINT DRW RT

DBL SINK



GRN RT SPRINT DRW RT



UNUSUAL FRONT-Alert to CALL ROLL.  
TO CALL SIDE. UNCOVERED LINEMAN O.G'S TO C, USE SLIDE PRO RULES. BACK ONSIDE #OSLB,HELP # DE BACKSIDE SEARCH AWAY FROM CALL.  
QB: DROP 5 STEPS - SET UP SPRINT OUTSIDE.

40

Dual

Red RT Dash RT

Unusual Blk Roll Pass Pro

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN: SLIDE OUT TO THE ONSIDE TO BLK MDM BLITZ COVERED: # MAN OVER YOU (LIKE ROLL PROTECTION)STAY ON HIM.
RT GUARD	SOLID	VS EVEN: # MAN OVER YOU(LIKE ROLL PROTECTION).YOU HAVE HIM ALL THE WAY UNCOVERED: <del>BLK SLIDE</del> PRO TO THE CALL. <i>Opt Pro</i>
LFT GUARD	SOLID	VS EVEN: # MAN OVER YOU (LIKE ROLL PROTECTION) UNCOVERED: BLK SLIDE PRO RULES TO THE CALL.
RT TACKLE		VS EVEN: # MAN OVER YOU. UNCOVERED. REACH DE.
LFT TACKLE		BLOCK DE
Y		RUN ROUTE CALLED
HB		ONSIDE: CHK OSLBER YOUR SIDE - SET OUTSIDE DE & # HIM BACKSIDE - SEARCH INSIDE OUT. NO DOG - CROSS ROUTE
FB		ONSIDE: AGGRESSIVE CHK OSLBER YOUR SIDE - SET OUTSIDE DE & # HIM, BACKSIDE - SEARCH INSIDE OUT - NO DOG - CIRCLE ROUTE

30

RR Dash RT

UNDER L

RR Dash RT  
"Solid Call"

OVER

RR Dash RT

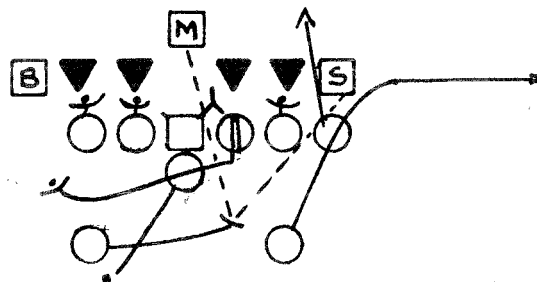
40 N

SG. R Dash RT TAKE

Off Guard Responsible  
For OSLBER. HB Dual  
Read.

QB: Open - With Back to  
Hole Set Up Behind OT.  
This is Misdirection.

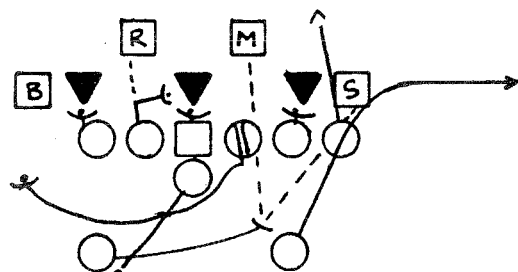
40



Red RT KEEP LT

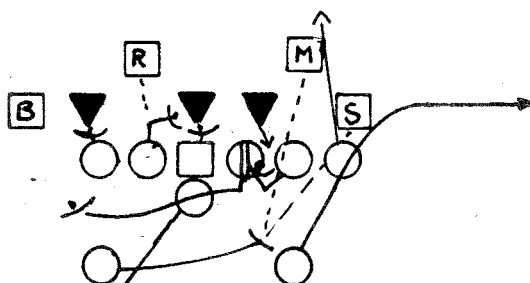
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		
RT. GUARD	SOLID	BACKSIDE, PULL, BLOCK OSLB OR END MAN ON L.O.S. ONSIDE, COVERED CHECK LBER RUN THRU BLK DOWN ON N.T.
LT. GUARD	SOLID	" " " " " " " " " " " " " "
RT. TACKLE		ONside BLOCK MAN OVER YOU. BACKSIDE BLOCK MAN ON YOU. UNCOVERED, BLOCK INSIDE GAP.
LT. TACKLE		ONside BLOCK MAN OVER YOU. BACKSIDE BLOCK MAN ON YOU. UNCOVERED, BLOCK INSIDE GAP.
Y		RUN ROUTE CALLED.
HB/RB		FAKE: RED FAKE SWEEP GREEN FAKE SLANT. ALERT 1 Back Sets DUEL READ - M TO OSLBER. STAY - ALERT BOUNCE CALL.
FB		FAKE: - FREE RELEASE - RUN PATTERN. RED FAKE SWEEP. GREE FAKE SLANT. FREE RELEASE - RUN PATTERN OR ROUTE CALLED.

30



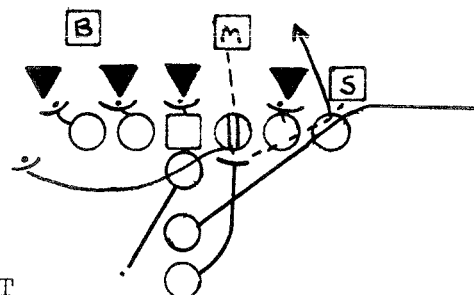
RR KEEP LT (Faking Back Cheat In)

OVER



RR KEEP LT

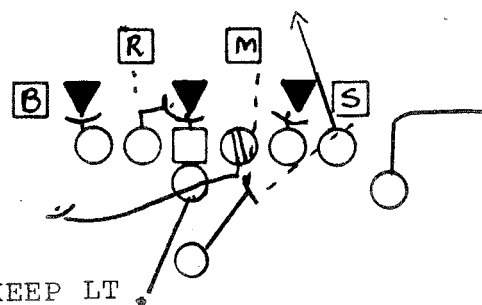
UNDER L



GR KEEP LT

30

1 BACK SETS



Trey RT KEEP LT

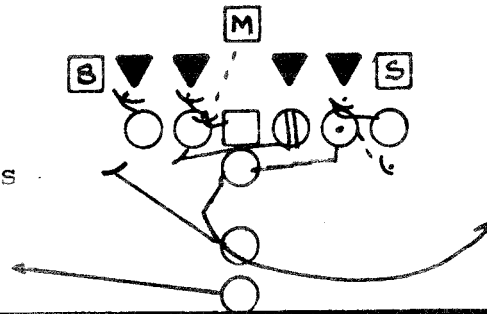
NAKED PLAY ACTION OFF  
FAKE 80/90 TOSS WEAK

ALL FAKE TOSS NAKED,  
SAME BLOCKING

QB: FAKE 80/90 TOSS  
KEEP BALL, PASS OR RUN

40

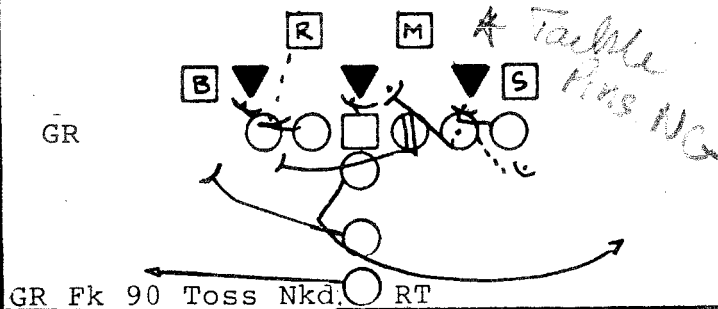
GR FK 90 Toss  
NKD RT



POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		RUN 80/90 TOSS
RT GUARD		RUN 80/90 TOSSEVEN, BACKSIDE PULL ODD, BACKSIDE - RIM
LEFT GUARD		RUN 80/90 TOSS EVEN, BACKSIDE - PULL ODD, BACKSIDE - RIM
RT TACKLE		RUN 80/90 TOSS EVEN, BACKSIDE - # DOWN ODD, BACKSIDE - PULL FLAT
LEFT TACKLE		RUN 80/90 TOSS EVEN, BACKSIDE - # DOWN ODD, BACKSIDE - PULL FLAT
Y		SEAL OR ROUTE CALLED.
HB		RUN 80/90 TOSS
FB		RUN 80/90 TOSS

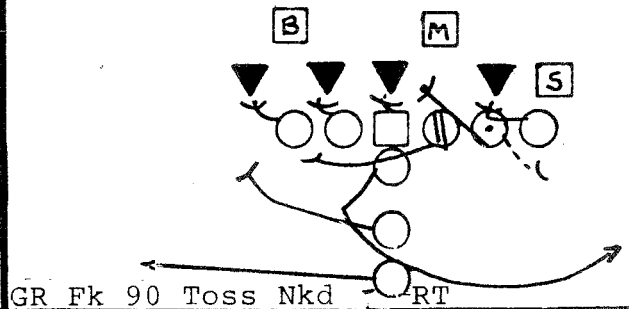
30

GR



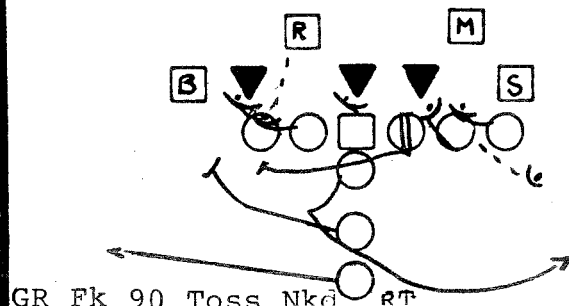
GR FK 90 Toss Nkd RT

UNDER L



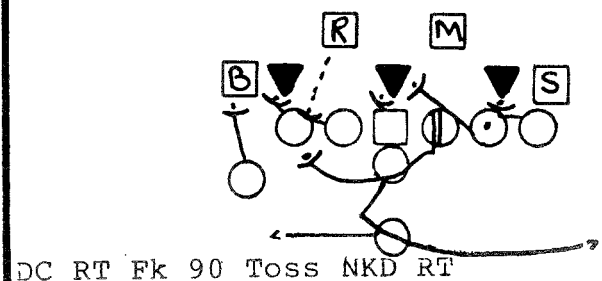
GR FK 90 Toss Nkd RT

OVER



GR FK 90 Toss Nkd RT

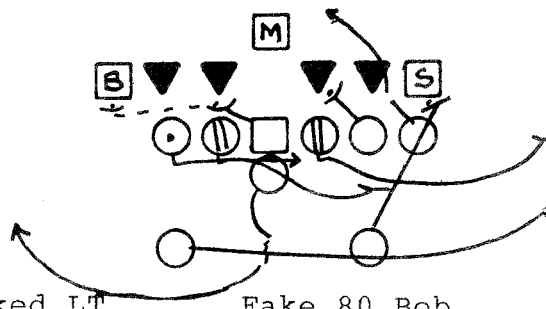
30



DC RT FK 90 Toss NKD RT

NAKED. PLAY ACTION OFF  
FAKE OF 80/90 BOB

40



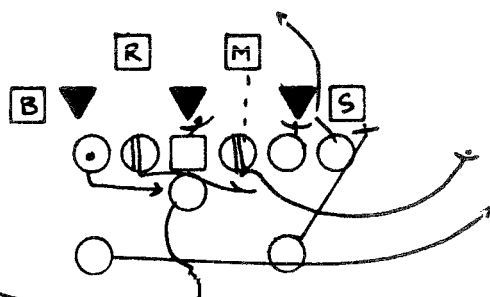
QB: FAKE 18/19 BOB.  
KEEP BALL, PASS OR RUN

Red RT Naked LT

Fake 80 Bob

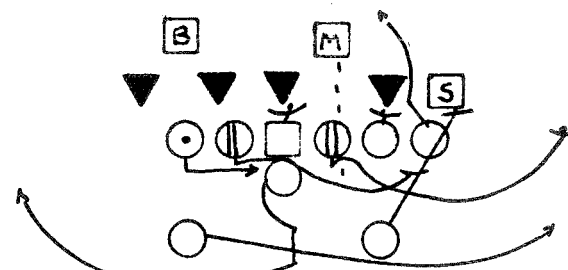
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		VS EVEN, BLOCK BACK WORK TO AREA OUTSIDE OF OT VS ODD, BLOCK MAN OVER YOU.
RT GUARD		RUN 80/90 BOB
LFT GUARD		RUN 80/90 BOB
RT TACKLE		ONside, RUN 80/90 BOB BACKside, PULL FLAT
LFT TACKLE		BACKside, PULL FLAT ONside, RUN 80/90 BOB
Y		RUN PATTERN
HB		RUN 80/90 BOB
FB		RUN 80/90 BOB OR ROUTE CALLED.

30



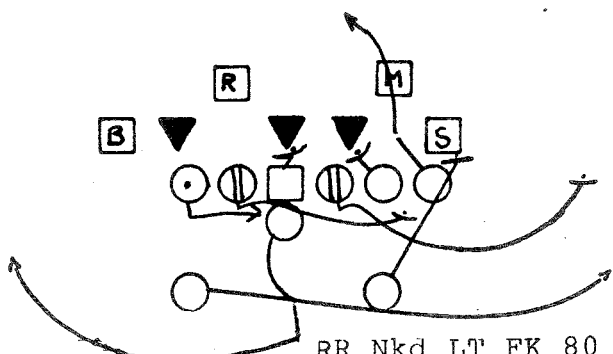
RR Nkd LT FK 80 Bob

UNDER L



RR Nkd LT FK 80 Bob

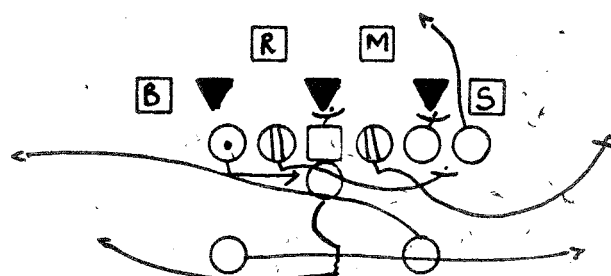
OVER



RR Nkd LT FK 80 Bob

30

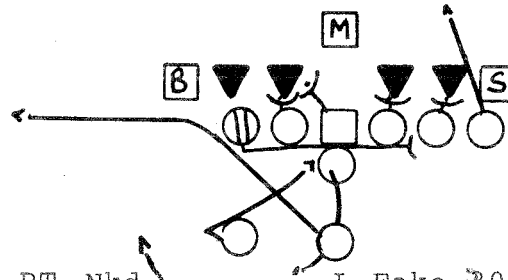
F SHOOT CALL



RR Nkd LT F Shoot FK 80 Bob

Aggressive Pass-Pro.,  
O. Line Block Lag Trap.  
HB Run Lag Action. FB  
Run Lag Action - Shoot

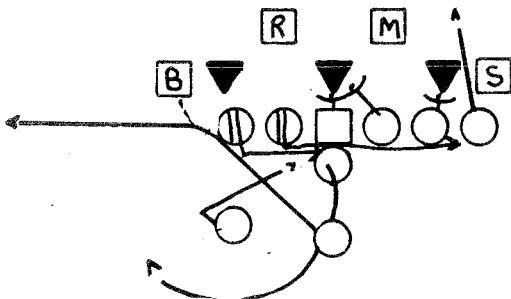
QB: Lag Action. Roll-  
Out with FB Shoot.



Brown RT Nkd L Fake 30 Lag Trap

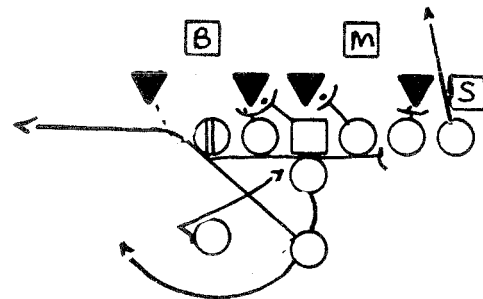
POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		COVERED: BOTH O.G's UNCOVERED DBL. TM N.T. (BUDDY #); BACKSIDE O.G. COVERED, BLOCK BACK (DBL. TM W/BACKSIDE O.G.) ONside O.G. COVERED, BLOCK MAN ON.
RT. GUARD		ONside: UNCOVERED, BLOCK DOWN. COVERED, BLOCK MAN ON. BACKSIDE: UNCOVERED PULL, COVERED BLOCK MAN ON.
LT. GUARD		" " " " " " " "
RT. TACKLE		ONside: COVERED, BLOCK MAN ON: UNCOVERED, BLOCK DOWN. BACKSIDE: PULL
LT. TACKLE		" " " " " " " "
Y		FREE RELEASE - RUN ROUTE CALLED.
HB		RUN 20/30 LAG TRAP ACTION
FB		RUN 20/30 LAG TRAP ACTION - NO PICK-UP RUN SHOOT.

30



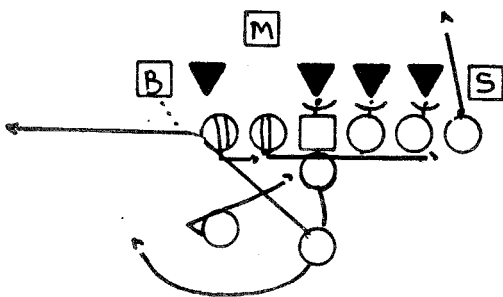
BR Nkd L Fk 20 Lag Trap

UNDER L



BR Nkd L Fk 20 Lag Trap

OVER



BR Nkd L Fk 20 Lag Trap

## BASIC ACTION PASS PATTERNS

ACTION PASS

1986

Waggle

RT/LT

Shoot

Hide

Roll

RT/LT

079

Sprint

673

017 Pick

Full

Sprint Draw

679

Dash

855

855 Pump

872 Fake Delay

609 B Flat

"O" 79

Keep

323

Pump 323 Up

Naked

RT/LT

Hide

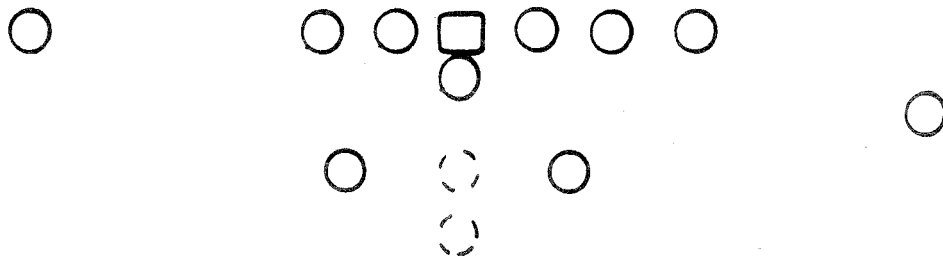
Shoot

Naked 20/30 Lag Trap

Shoot

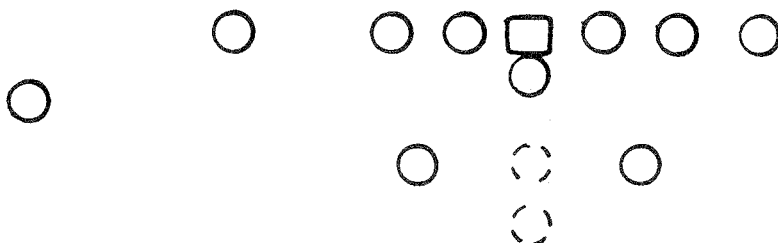
Action Pass  
2 Back Set - Normal

APP 1A



Waggle Lt/B Shoot  
Keep Lt 323 H Thru/Pump 323 B Up-Thru  
Naked Lt Fk 80 Toss  
Naked Lt Fk 80 Bob/B Shoot  
Naked Lt Fk 20 Lag Trap B Shoot

Roll Rt 055/057/079 Tgt/U  
Sprint Rt 673  
Sprint Rt Drw 679  
Dash RT 855 (Pump)/872 Fk Dly  
Naked Rt Fk 90 Toss Y Hide



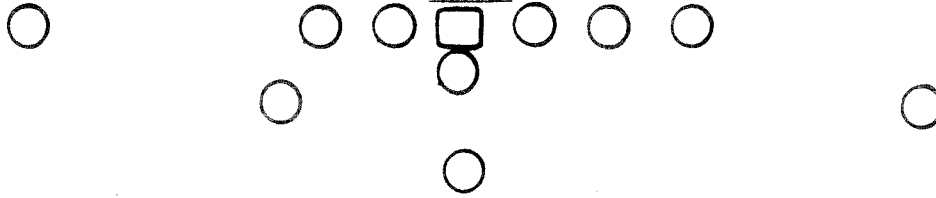
Waggle Lt/B Shoot  
Roll Lt 079  
Sprint Lt 017 Pick  
Dash Lt 855 (Pump)/872 Fk Dly  
Keep Lt 453 (Pump)  
Naked Lt Fk 20 Lag Trap B Shoot



Action Pass

APP 1B

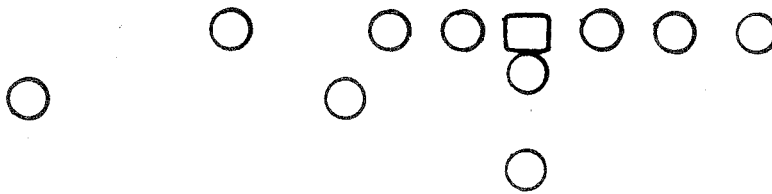
Deuce



Waggle Lt/A Shoot/A Hide  
K-Keep Lt 453 (Pump)  
Naked Lt Fk 80 Toss/A Hide

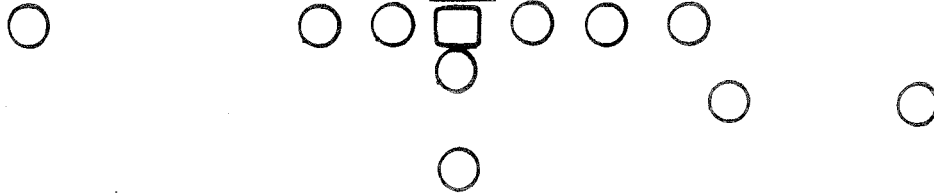
Waggle Rt/Y Shoot/Y Hide  
Keep RT 453 (Pump)  
Sprint RT 673  
Dash RT 855 (Pump)/872 Fk Dly  
Naked RT Fk 90 Toss/Y Hide

Solo



Waggle Lt/B Shoot/B Hide  
Roll Lt 079  
Sprint Lt 017 Pick  
Dash Lt 855 (Pump)/872 Fk Dly  
Dash Lt 079

Trey

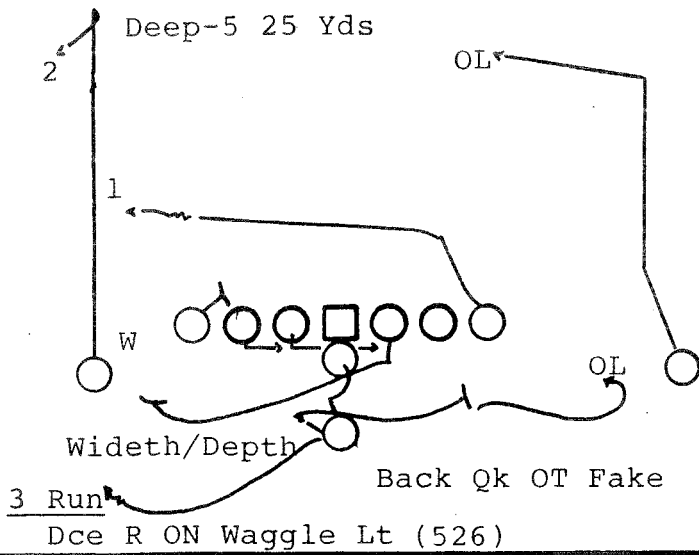
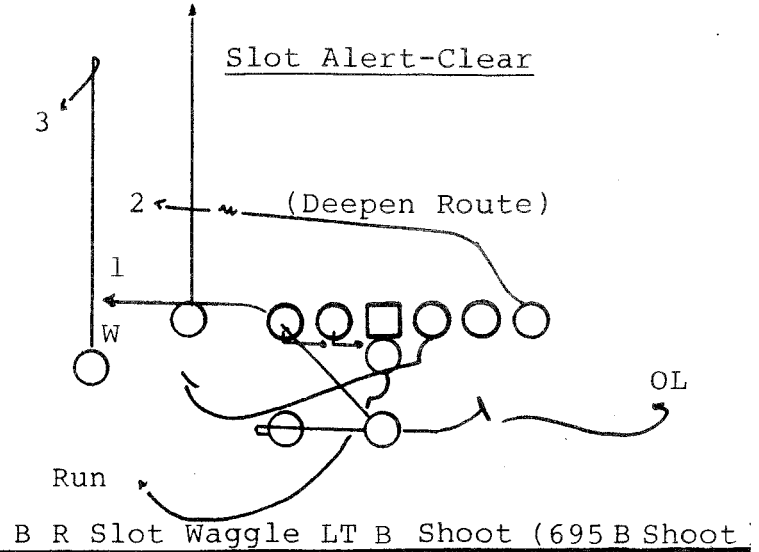
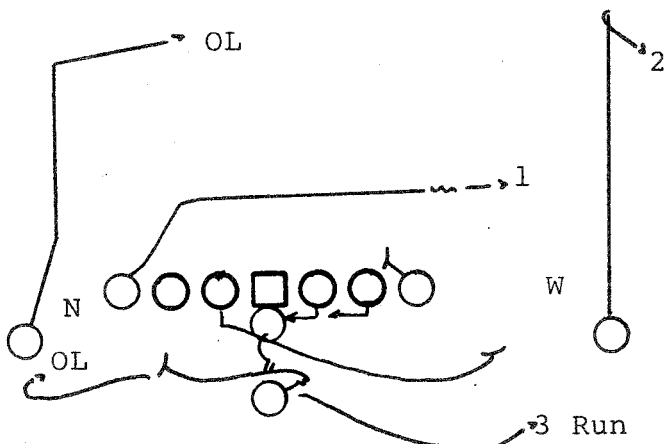


Keep Lt 323 A Thru  
Naked Lt Fk 80 Toss

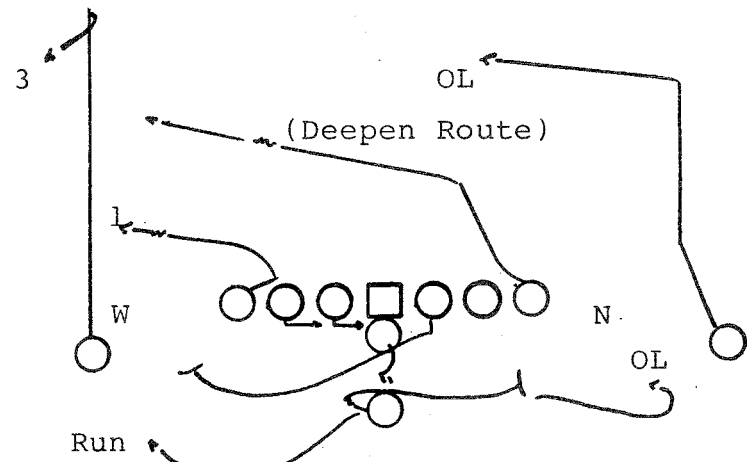
Sprint Rt Drw 679  
Dash Rt 855 (Pump)/872 Fk Dly



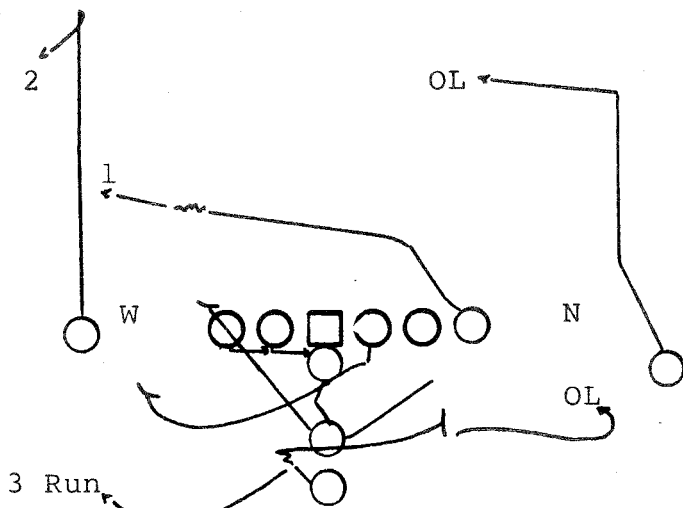
Sprint Lt 017 Pick  
Dash Lt 855 (Pump)/872 Fk Dly  
Dash Lt 079  
Dash Lt 609 B Flat U-Opp  
Keep Lt 453(Pump)  
Naked Lt Fk 80 Toss

WaggleWaggle F ShootWaggle H Hide

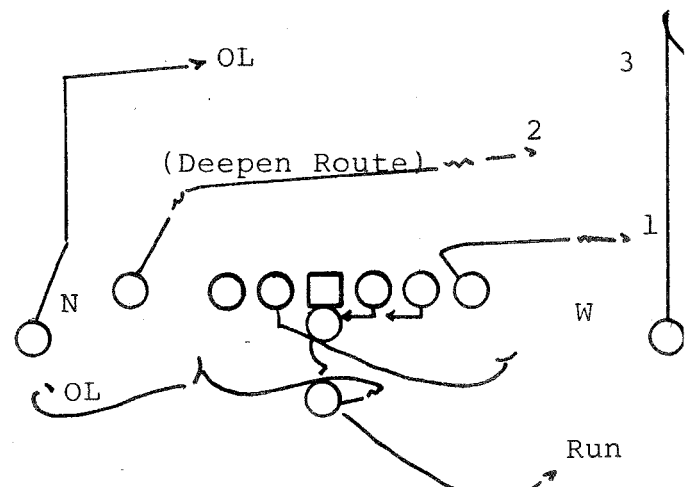
DCE R on Waggle Rt (K 526)



Dce R On Waggle LT A Hide (566 A Hide)

Waggle Y Hide

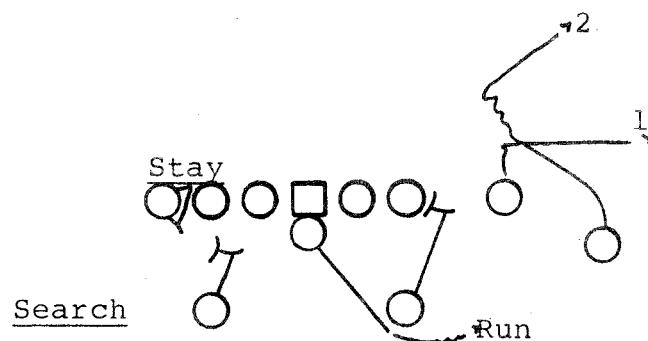
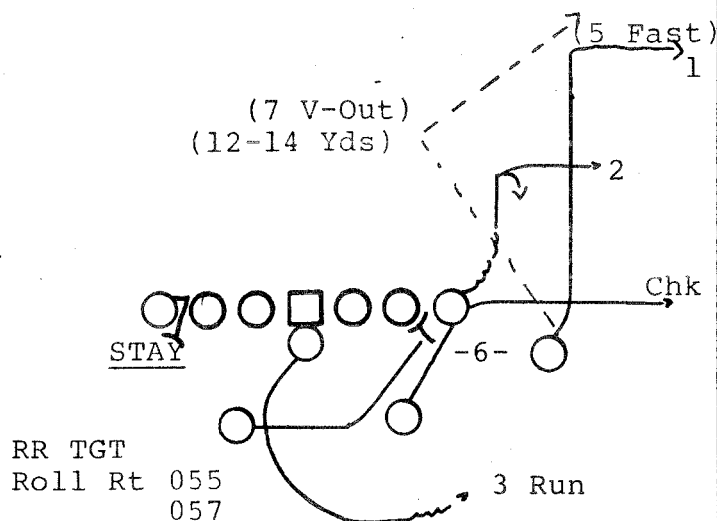
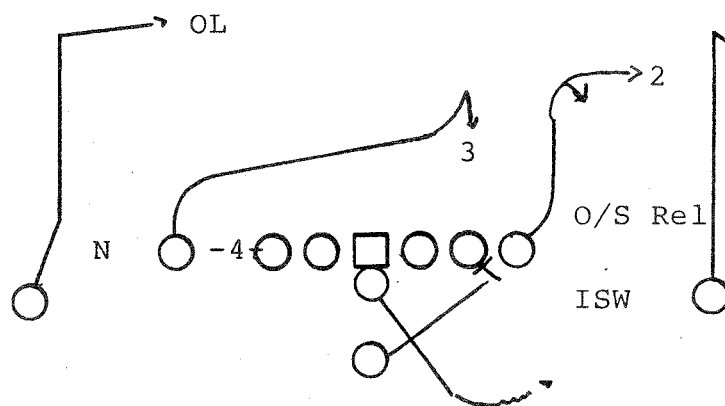
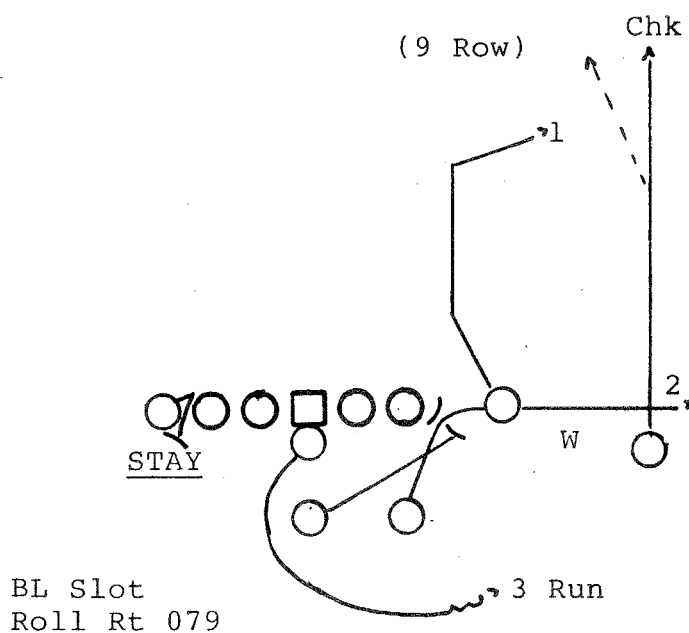
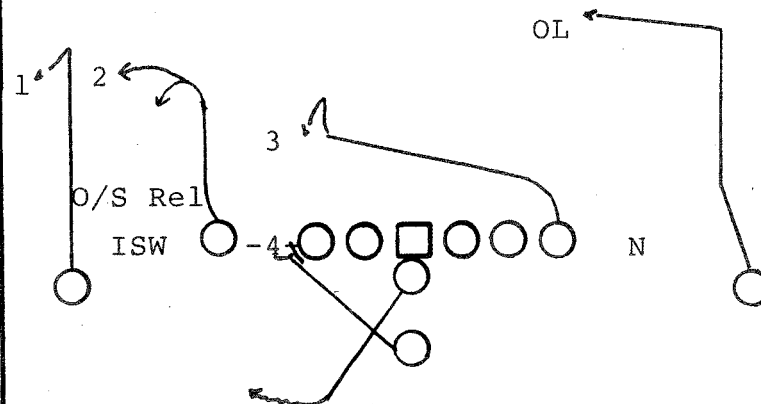
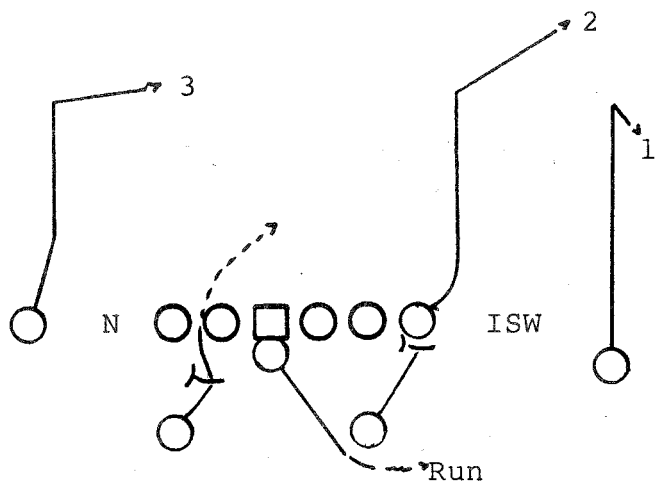
G R Waggle LT (526)



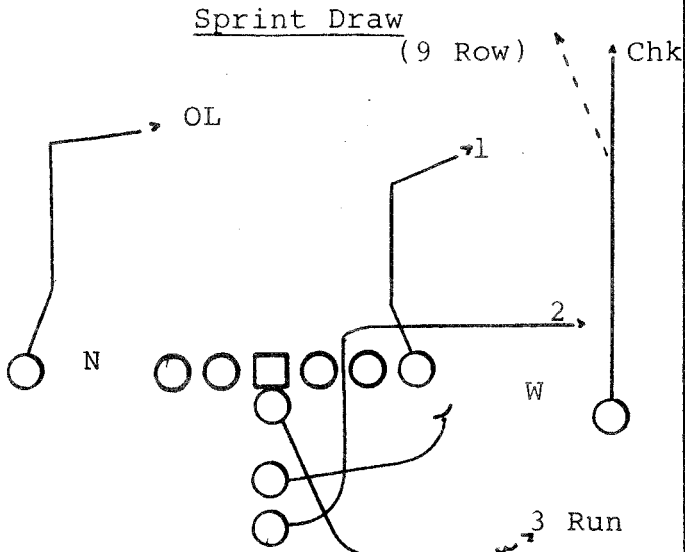
Flx R Waggle Rt A Hide (T 566 A Hide)

ACTION PASS

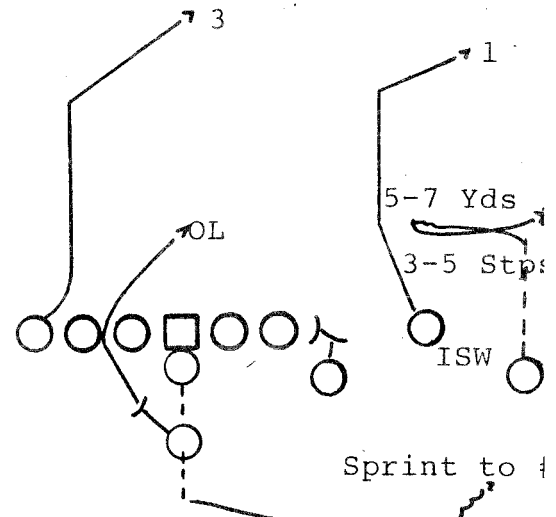
## Roll

Sprint FullSprint

ACTION PASS

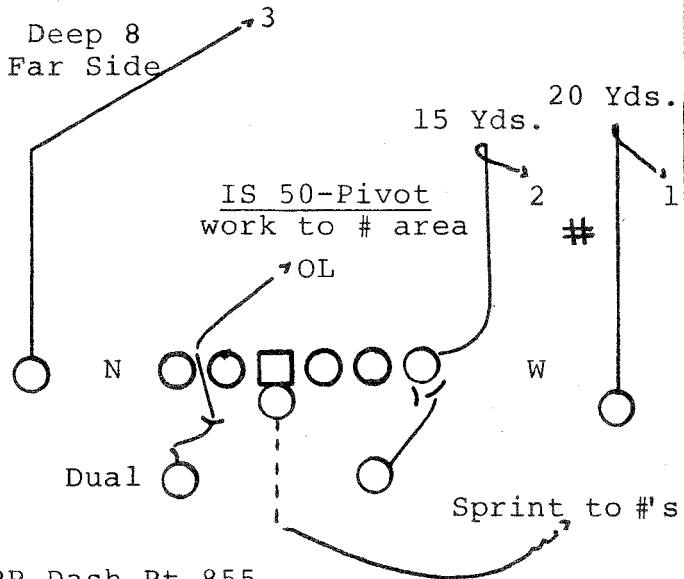


G R Sprnt DRW Rt 679

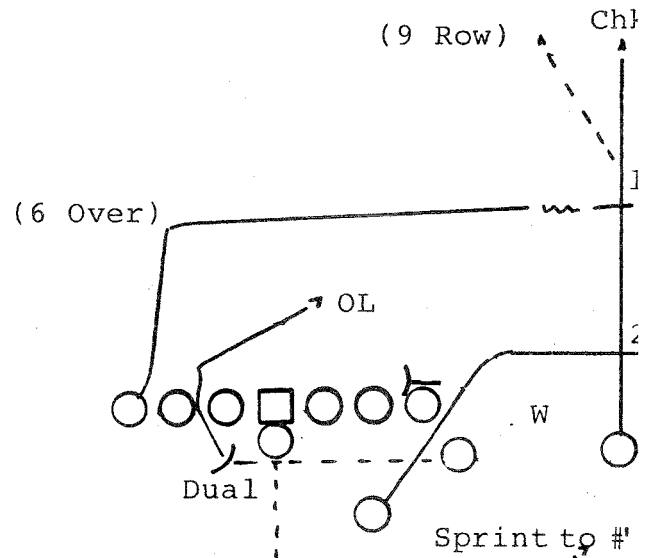


Solo LT Dash RT 872 Fake Delay

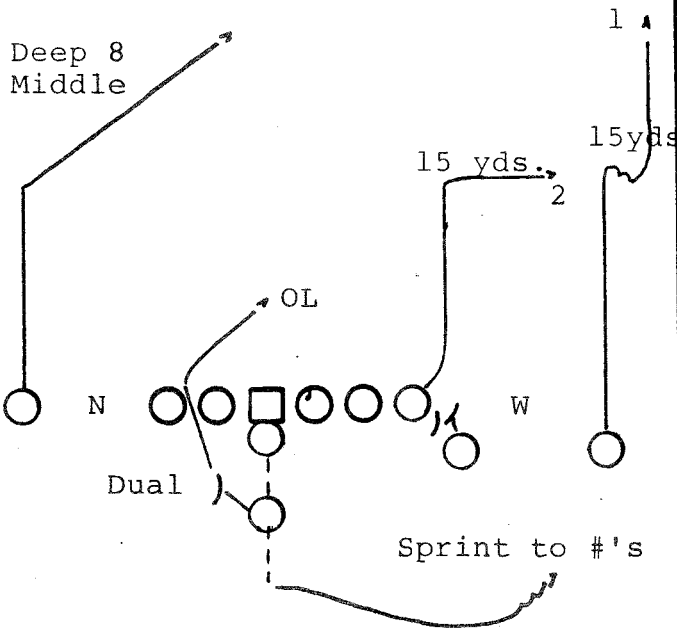
DASH



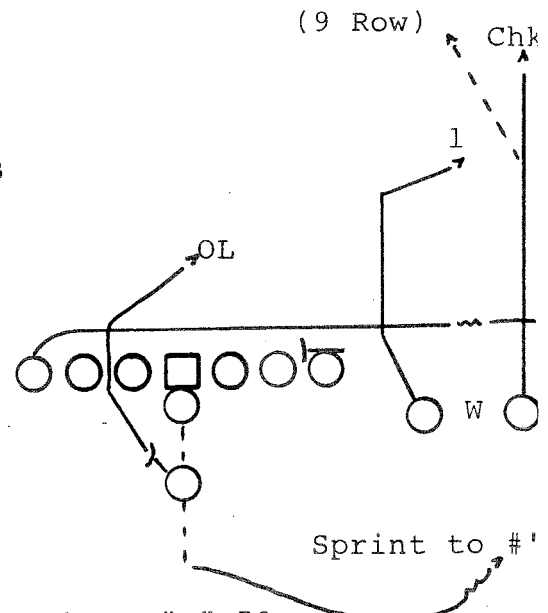
RR Dash Rt 855



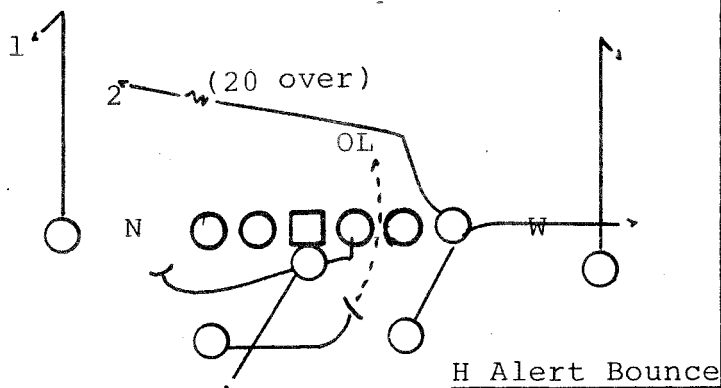
U Flnk L Opp Dash Rt 609 B Flat



Pump WR  
Look to QB  
then T.O.

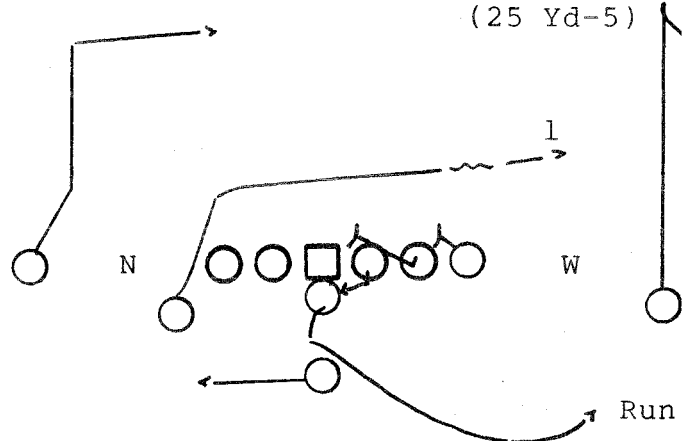


KEEP



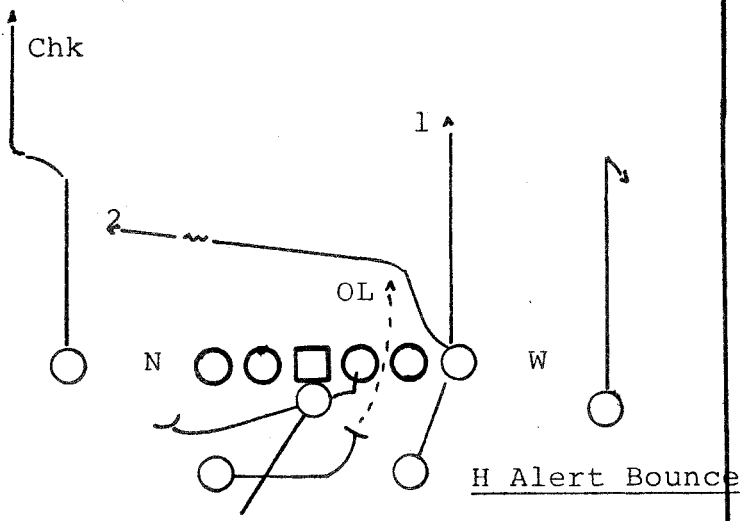
RR Keep LT 323 A Thru

(25 Yd-5)

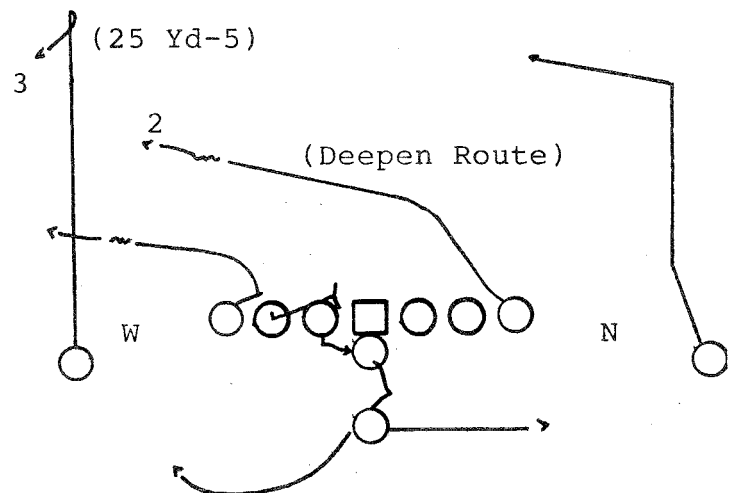


DCE R Naked Rt Fake 90 Toss

Naked Hide

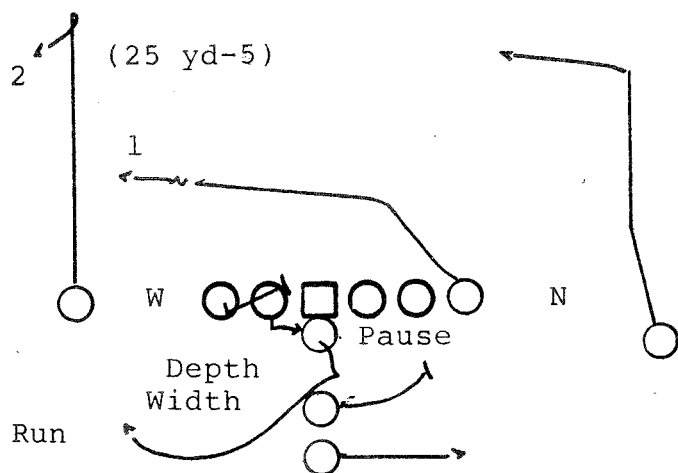


RR Keep LT Pump 323 B Up-Thru



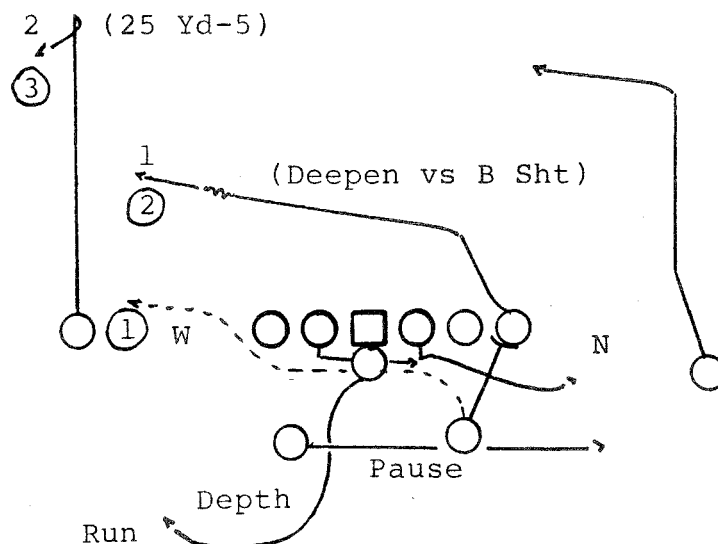
DCE R ON Naked Lt Fake 80 Toss A Hide

Naked Fake Toss  
QB Must P.S.L. Rush Look



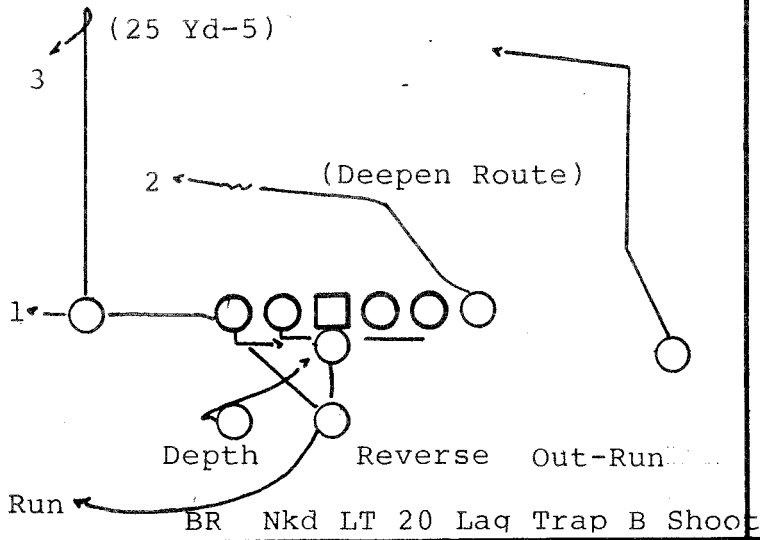
GR Naked LT Fake H 80 Pass

Naked Fake Bob

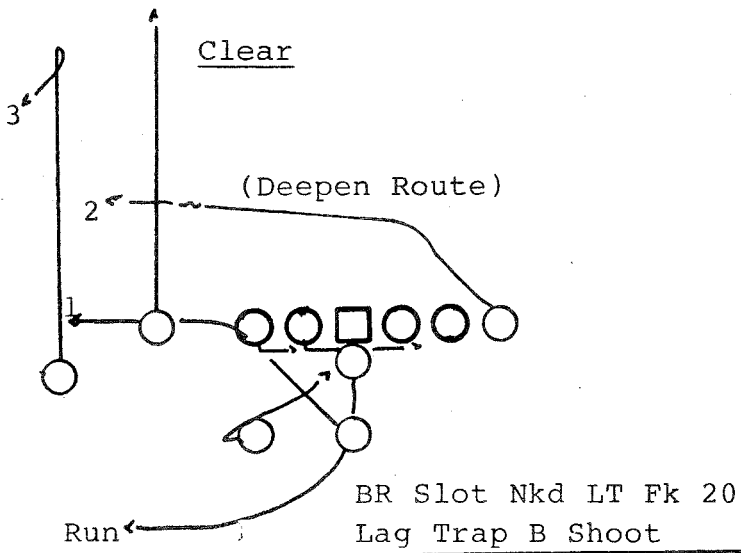


RR Naked LT Fake 80 Bob (R Shoot)

Naked 20/30 Lag Trap



SLOT



SCREENS

Pocket

Sally/Rose

Speed

Lightning/Flash



2 Back Set - Normal

S 1A

A Scrn LT 545  
Switch B Crn Lt 545  
Lo B Scrn LT 905 A Corner  
Char 40 F B Scrn Lt 545  
Char 40 SL B Scrn LT 545  
Run Pass 80 Bob Scrn LT Y 505

A Speed LT 343  
Lee B Speed LT 303  
Fk 20 DRW A Speed Lt 303

Sally 424/324/924  
Sally Lo 404/304/904

Char 10 Trp Lite X  
Char 40 F Lite X  
Char 80 Dwn Lite X

B Scrn RT 545  
Lo Y Scrn RT 405  
B Crn Middle 555  
Lo B Scrn RT 545  
Char 50 SL B Srn Rt 545  
Pass 20 DRW B Scrn Middle 555

Switch A Speed RT Rub 323

Rose 434/433/439

50 Dive CWM -- Lite  
60 Belly CWM -- Lite  
80 Toss CWM -- Lite

2 Back Set - Slot

Max B Scrn LT 045  
Switch A Scrn LT 545  
B Speed LT 343  
Lee A Speed LT Rub 023 B Post U

Sally 434/433/439  
Sally Lo 034/033/039

Char 10 Trp/40F/80 Dwn Lite Z  
Run Pass 20 OH Lite Z  
Fk 80 Toss Z Spot

A Scrn RT 545  
Pass 20 DRW A Scrn Middle 555  
A Speed RT 343

Deuce

A Scrn Lt 545  
 Lo B Scrn LT 905 A Corner  
 K Char 60 Scrn LT B 545  
 K Run Pass 80 G-O Scrn LT Y 505

-----  
 A Speed LT 343  
 Lee B speed LT 303

-----  
K Sally 434/433/439  
Sally Lo 404/304/904

B Scrn RT 545  
 Lo Y Scrn RT 405  
 B Scrn Middle 555  
 Lo B Screen RT 545  
 Char 70 B Scrn RT 545  
 Pass 20 DRW B Scrn Middle 545

-----  
Rose 434/433/439  
K-Rose Hi 404/304/904

Solo

Max B Scrn LT 045

-----  
 B Speed LT 343

-----  
Sally 434/433/439  
Sally Lo 034/033/039

A Scrn RT 545  
 Pass 20 DRW A Scrn Middle 555

-----  
 A Speed RT 343

Trey

A Scrn Lt 545  
 T-Char 60 Scrn LT 545  
 Run Pass 80 Bob Scrn LT Y 505

-----  
 A Speed LT 343

-----  
Sally 424/324/924

-----  
 Char 10 Trp/60 Lite X

B Scrn RT 545  
 B Scrn Middle 555  
 T-Char 60 B Scrn Middle 555

-----  
Rose 434/433/439

-----  
 60 Belly CWM Lite  
 80 Toss/Pitch CWM -- Lite  
 80 Quick

Flank

Max B Scrn Lt 545  
 Hi B Scrn Lt 545  
 T-Char 60 B Scrn LT 545

-----  
 B Speed LT 343

-----  
Sally 434/433/439

-----  
 Char 10 Trp/60 Lite Z  
 Fk 80 Toss Z Spot

A Scrn RT 545  
 T-Char 60 B Scrn Middle 555  
 -----  
 80 Toss/Pitch CWM - Lite



Flex

T-B Scrn LT 545

T-Char 60 B Scrn LT 545

Run Pass 80 G-O Scrn LT Y 505

---

T-B Speed LT 343

---

T-Sally 434/433/439

---

Char 10 Trp/60 Lite Z

Fk 80 Toss Z Spot

T-A Scrn RT 545

T-Char 60 B Scrn Middle 555

---

80 Toss/Take CWM -- Lite



POCKET SCREENS

ALL POCKET SCREENS WILL BE RUN WITH A THREE COUNT DELAY FOR THE OFFENSIVE LINEMEN AND THE SCREEN BACK. (COUNT: ~~1-THOUSAND-1, 1-THOUSAND-GO~~). BLOCK ALL PASS RUSH STUNTS WITH NORMAL PASS PRO RULES.

*zone all stunts*

LINE COACHING POINTS

ON TACKLE - TAKE SET BASED ON THE DE'S ALIGNMENT. STAY WITH THE DE EXCEPT ON E-T STUNT. TRY TO LURE HIM UPFIELD BUT KEEP HIM OUT OF THROWING LANE. YOU MAY CUT THE DE AT 7 YDS DEPTH TO GET HIS HANDS DOWN.

ON GUARD - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED - SET - BLOCK MAN OVER YOU - RELEASE BEHIND L.O.S. ON THIRD COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE. YOU ARE RESPONSIBLE FOR FIRST FORCE. UNCOVERED - SET-SHORT, TOWARD ON TACKLE, RELEASE ON THIRD COUNT - BLOCK FIRST FORCE. EYEBALL LBER OVER YOU FOR COVERAGE KEY.

CENTER - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED - TAKE CALL SIDE AWAY FROM MAN OVER YOU - RELEASE ON THIRD COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE. IF YOUR OFF GUARD IS UNCOVERED, USE YELLOW/ORANGE TECH. FOR SLANTING N.T. YOU ARE SECOND MAN OUT - LEAD UPFIELD - BLOCK FIRST MAN TO SHOW. UNCOVERED SET-SHORT, TOWARD ON GUARD, RELEASE ON THIRD COUNT-LEAD UPFIELD - BLOCK FIRST MAN TO SHOW

OFF GUARD - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED - SET BLOCK MAN OVER YOU - RELEASE ON THIRD COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE - CHECK FOR ANY TRAILING DEFENDERS, IF NONE, TURN UPFIELD - LOOK INSIDE AND SEAL.

UNCOVERED - SET FOR YELLOW/ORANGE CALL. USE YELLOW/ORANGE RULES FOR PASS PRO. RELEASE ON THIRD COUNT - BLOCK TRAILERS OR TURN UPFIELD TO SEAL.

OFF TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. STAY WITH HIM UNTIL SCREEN IS THROWN.

OFFSIDE BACK - POCKET - FLARE. ALERT LO HI / PLAY ACTION

ONSIDE BACK - POCKET-SCREEN. ALERT LO HI/PLAY ACTION

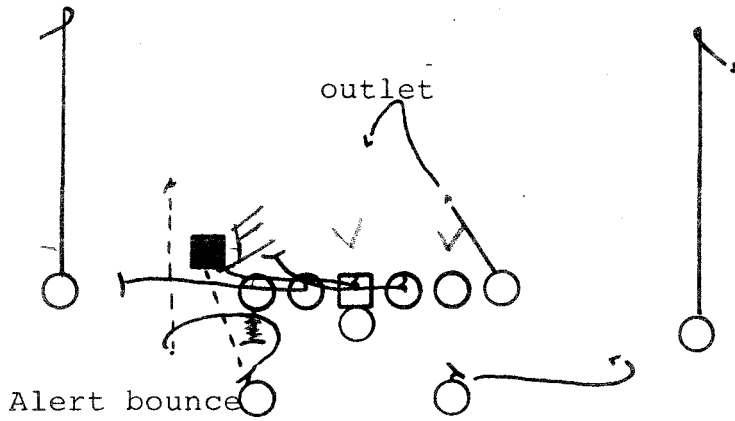
QB - 7 STEPS CHECK FOR MAN/ZONE.ALERT LO HI/PLAY ACTION

RECEIVER - WR MUST RELEASE OUTSIDE VS CLEO/NOSE/BUMP  
ISR- OUTLET RECEIVER

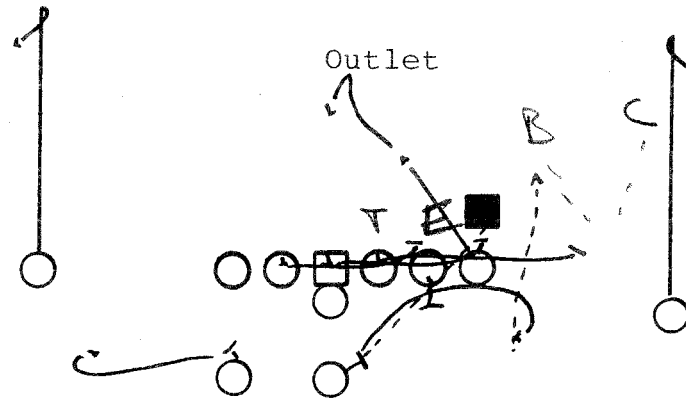
BLITZ BACKS HAVE MDM RUSHER -- INCLUDES SCREEN BACK  
RECEIVERS SIGHT ADJUST

PLAY PASS SCREENS

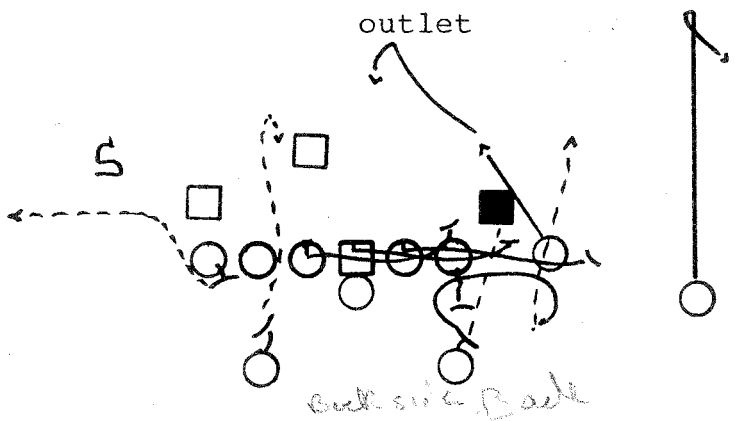
ACTION PASS SCREENS WILL BE RUN WITH THE OFFENSIVE LINEMEN USING THE PLAY ACTION TECHNIQUE FOR THE PLAY ACTION CALLED, WITH A THREE COUNT DELAY, BEFORE EXECUTING THEIR POCKET SCREEN ASSIGNMENTS.



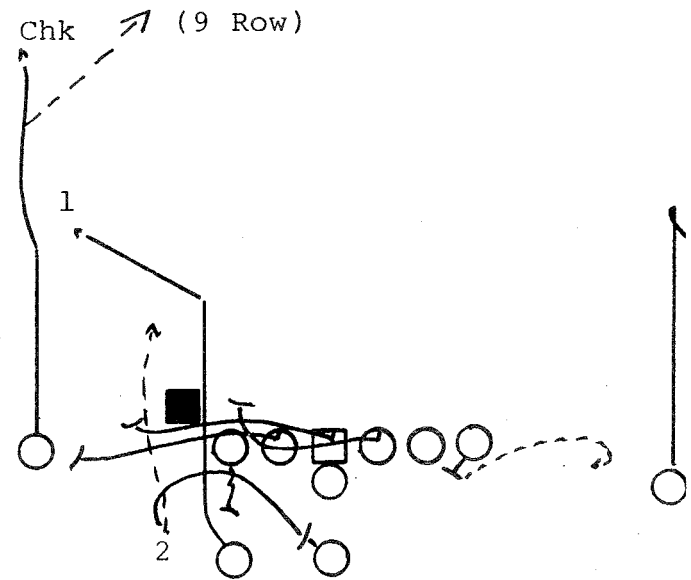
RR A Screen LT 545



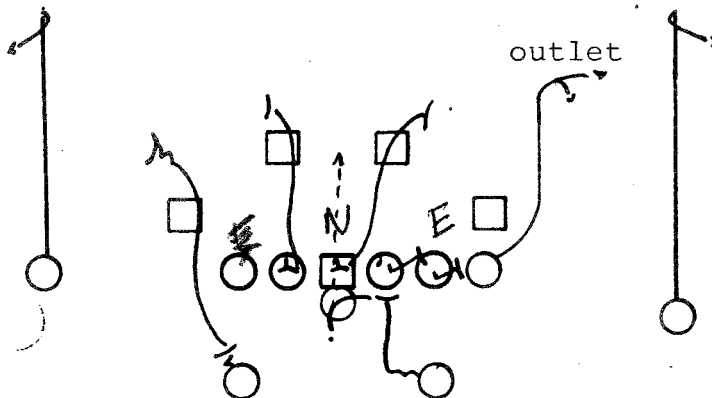
BR B Screen RT 545



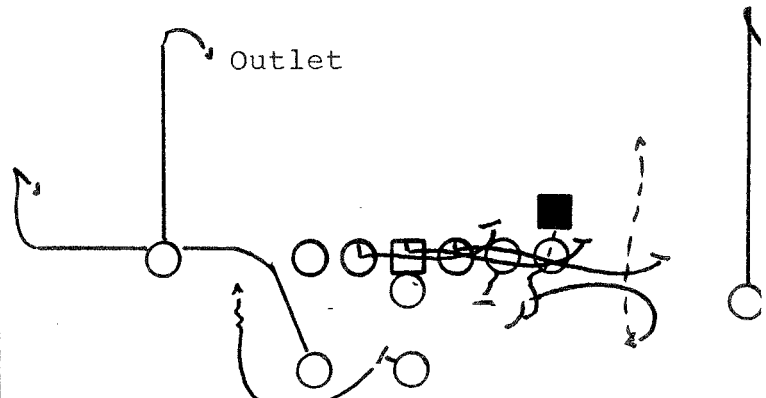
RL Slot Max B Screen RT 045



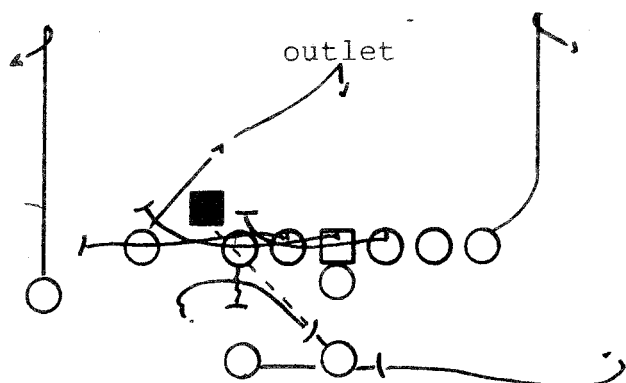
BR Lo B Screen LT 905 A Corner



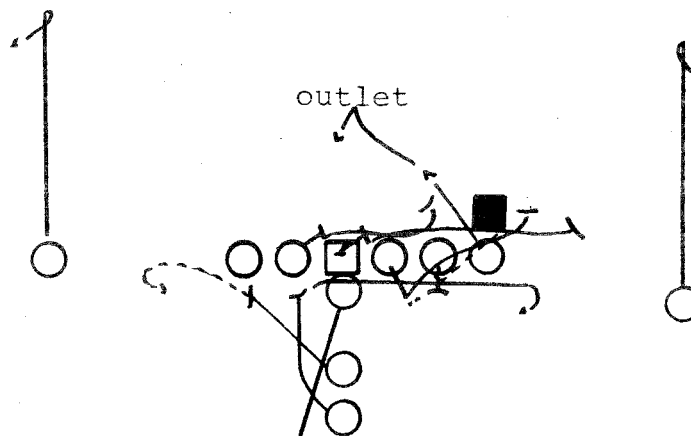
RR B Screen Middle 555



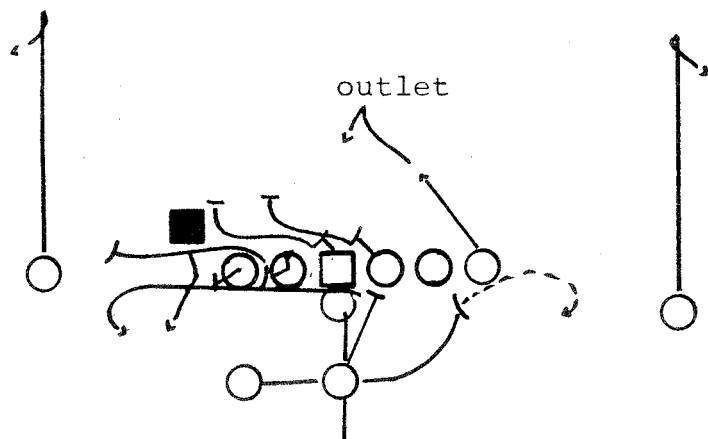
BR Lo Y Screen RT 405

PLAY ACTION SCREEN

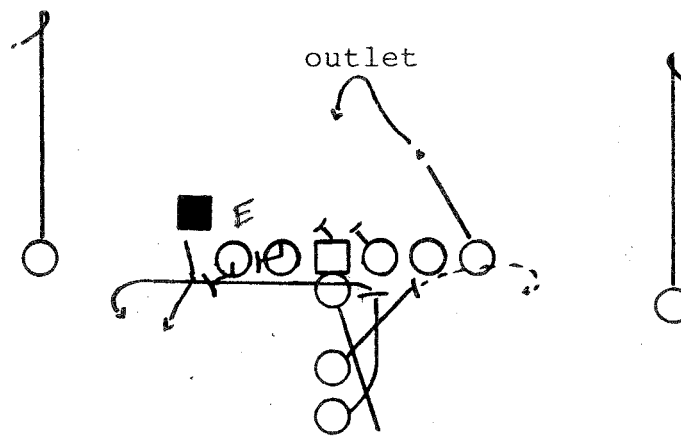
BR Slot Switch A Screen LT 545



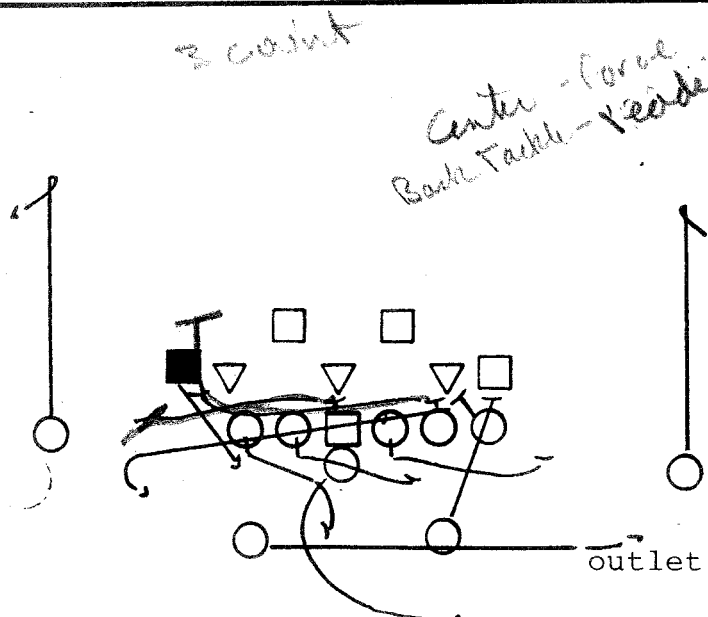
G R Charlie 50 Slant B Screen RT 545



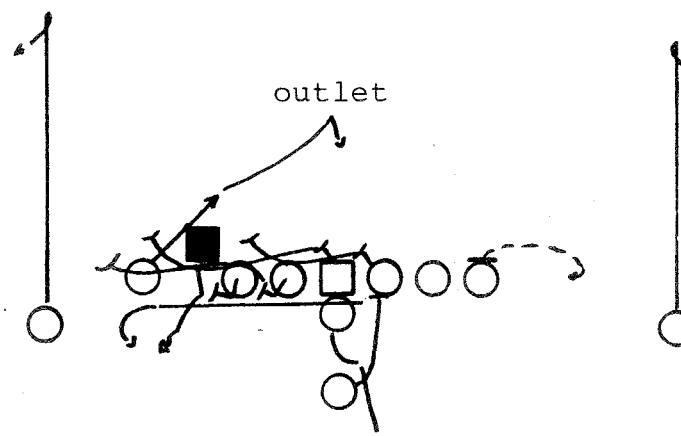
B R Charlie 40F B Screen LT 545



G R Charlie 40 Slant B Screen LT 545



Run Pass 80 Bob Screen LT Y 505



Flex RT Charlie 60 B Screen LT 545

SALLY/ROSE

SALLY ROSE WILL BE RUN WITH A TWO COUNT DELAY FOR THE ONSIDE GUARD AND CENTER (1-THOUSAND-1, 1-THOUSAND-GO). BLOCK ALL PASS RUSH STUNTS WITH NORMAL PASS PRO RULES.

COACHING POINTS:

ON TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. TRY TO LURE HIM INSIDE QUICKLY IF HE WORKS HIM UPFIELD, STAY WITH HIM.

ON GUARD - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED. COVERED SET BLOCK MAN OVER YOU - RELEASE BEHIND L.O.S. ON SECOND COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE.

YOU ARE RESPONSIBLE FOR FIRST FORCE. UNCOVERED - SET - SHORT, TOWARD ON TACKLE. DUAL READ ISLBER - TO - OSLBER BLOCK SCAT RULE - NO DOGS - RELEASE ON SECOND COUNT - BLOCK FIRST FORCE. EYEBALL LBER OVER YOU FOR PASS COVERAGE.

CENTER - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED.

COVERED - TAKE CALL SIDE AWAY FROM MAN OVER YOU - RELEASE ON SECOND COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE. IF YOUR OFF GUARD IS UNCOVERED, USE YELLOW/ORANGE TECH. FOR SLANTING NT. LEAD UPFIELD - BLOCK FIRST MAN TO SHOW. (IF STAY CALL IS MADE STAY WITH NT). UNCOVERED - SET SHORT, TOWARD ON GUARD, RELEASE ON SECOND COUNT - LEAD UPFIELD - BLOCK FIRST MAN TO SHOW.

OFF GUARD - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED.

COVERED - SET BLOCK MAN OVER YOU. UNCOVERED - SET FOR YELLOW/ORANGE. USE YELLOW/ORANGE RULES FOR PASS PRO. IF STAY CALL MADE, RELEASE ON SECOND COUNT - LEAD UPFIELD BLOCK FIRST MAN TO SHOW.

OFF TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. STAY WITH HIM UNTIL SCREEN IS THROWN.

ON BACK - FREE RELEASE, SCAT HOT RULES. ALERT HI LO, NOT HOT.

OFF BACK - POCKET PRO, STAY. ALERT HI LO, STAY

QB - SCAT HOT RULES, ALERT HI LO, NO HOT

ONSIDE OUTSIDE RECEIVER - MUST RELEASE OUTSIDE VS CLEO/NOSE/BUMP ON ALL ROUTES EXCEPT DELAYS.

CHECK WITH ME - USED WITH DEUCE FORMATION. HUDDLE CALL IS DEUCE RT ROSE 633 CWM ON 2. L.O.S. CALL IS DEAD COLOR NO CHANGE OR LIVE COLOR SALLY - NEW PLAY IS SALLY 633.

K- CALL IN HUDDLE MAKES STRONG PLAY WEAK - SALLY K633.

BLITZ

RACKS HAVE MDM PUSHED -- INCLUDES SCREEN BACK RECEIVERS SIGHT ADJUST

Stop  
Charge

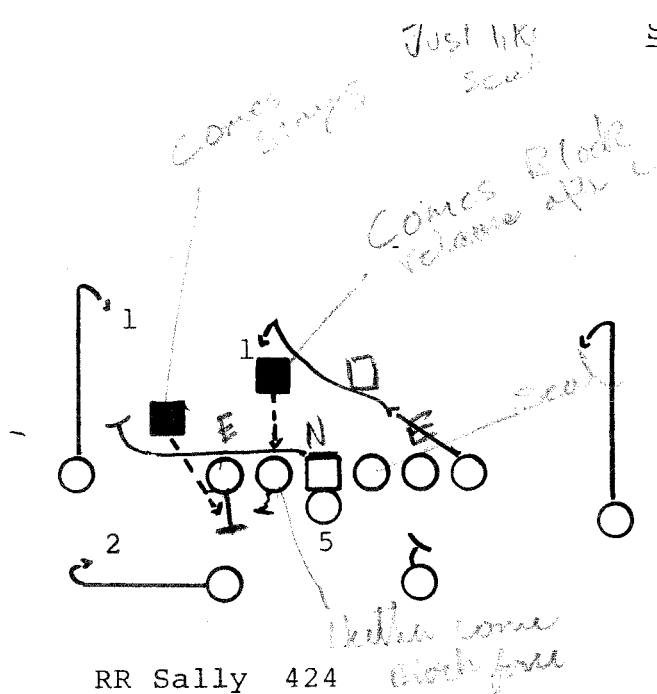
Block  
Scat

if OLB comes

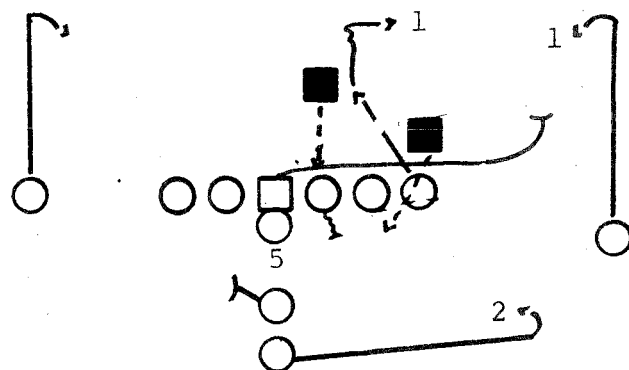
Stay  
Rule

STAY  
CALL

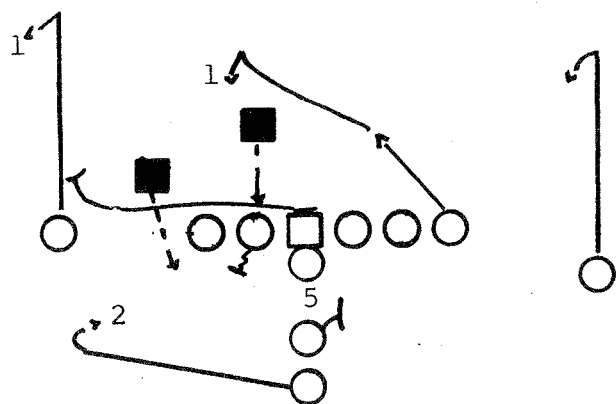




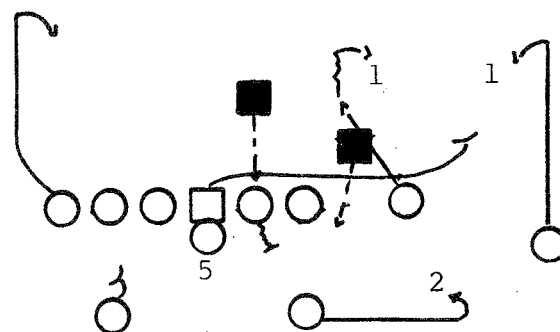
RR Sally 424



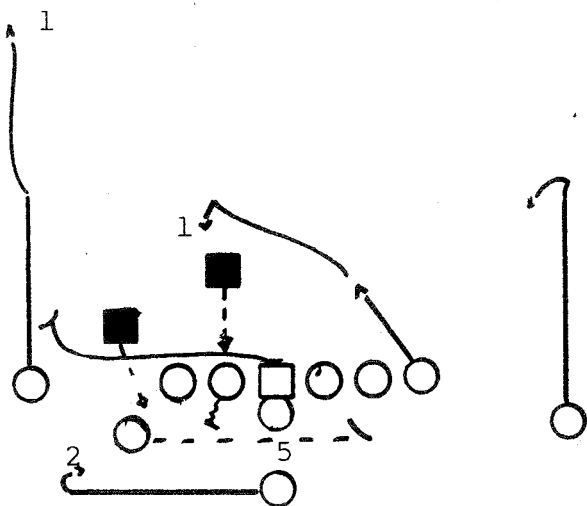
GR Rose 434



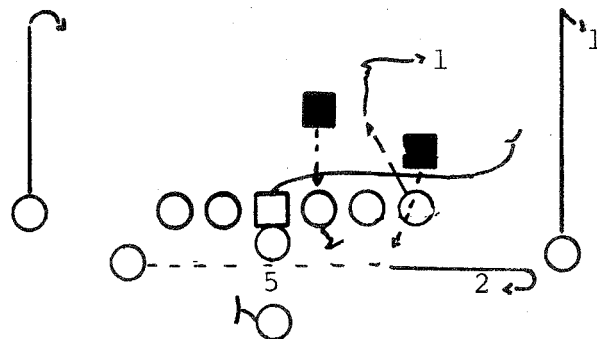
G R Sally 324



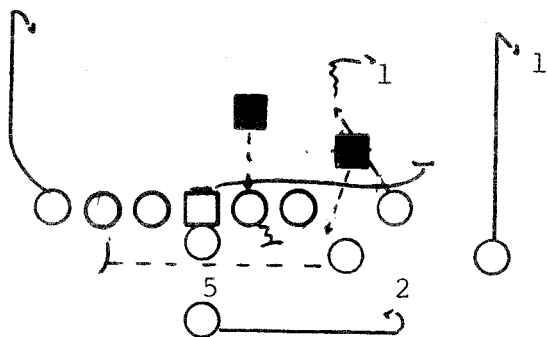
R L Slot Rose 434



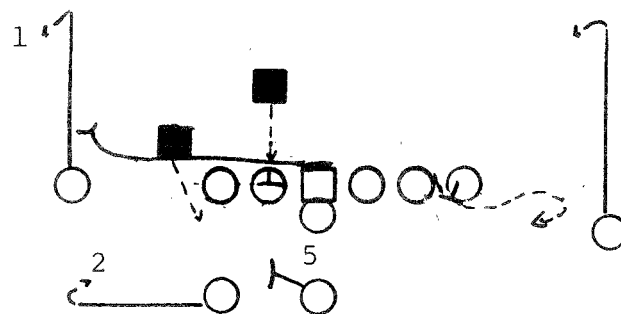
Trey RT Opp Sally 924



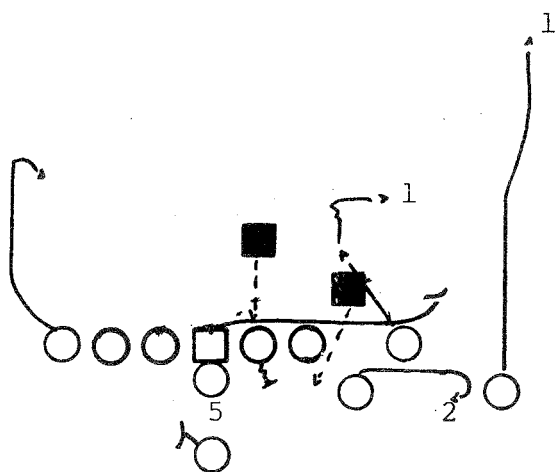
Trey RT Opp Rose 433



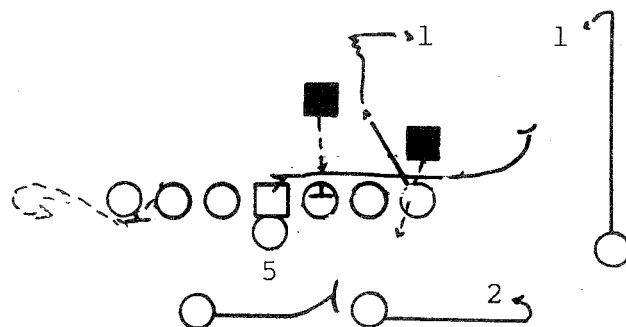
Flank Lt Opp Rose 433



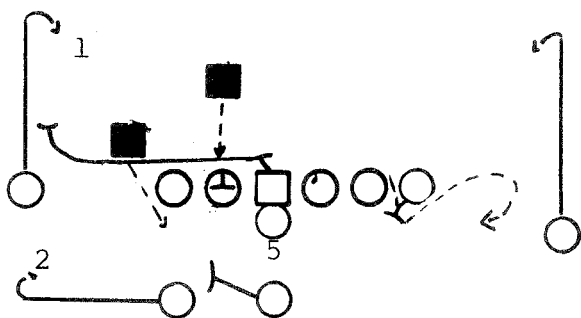
BR Sally Lo 304



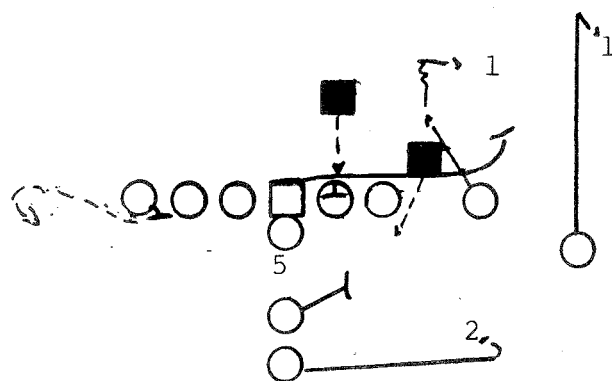
Solo LT Rose 439



U RL Slot Rose Hi 034



B R Sally Lo 404



U GL Slot Rose Hi 033

SPEED SCREEN

ALL SPEED SCREENS WILL BE RUN WITH A SLAM-GO COUNT FOR THE OFFENSIVE LINEMEN. ZONE ALL PASS RUSH STUNTS.

COACHING POINTS:

ON TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. TRY TO LURE HIM INSIDE QUICKLY. IF HE WORKS HIM UPFIELD, STAY WITH HIM.

ON GUARD - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED.

COVERED - SET BLOCK MAN OVER YOU. RELEASE BEHIND L.O.S. ON

SECOND COUNT - LOSE YOUR MAN AWAY FROM SCREEN SIDE. YOU ARE

RESPONSIBLE FOR FIRST FORCE. UNCOVERED - SET-SHORT, TOWARD ON

TACKLE - RELEASE ON SLAM GO - EYEBALL LBER OVER YOU FOR COVERAGE

KEY - BLOCK FIRST FORCE.

CENTER - TAKE SET BASED ON WHETHER YOU ARE COVERED OR UNCOVERED.

COVERED - TAKE CALL SIDE AWAY FROM MAN OVER YOU - RELEASE ON SLAM GO

LOSE YOUR MAN AWAY FROM SCREEN SIDE. IF YOUR OFF GUARD IS UNCOVERED,

USE YELLOW/ORANGE TECH FOR SLANTING N.T. YOU ARE SECOND MAN OUT -

LEAD UPFIELD - BLOCK FIRST MAN TO SHOW.

UNCOVERED - SET SHORT, TOWARD ON GUARD, RELEASE ON SECOND COUNT -

LEAD UPFIELD - BLOCK FIRST MAN TO SHOW.

OFF GUARD - TAKE SET BASED ON WHETEHR YOU ARE COVERED OR UNCOVERED.

COVERED - SET BLOCK MAN OVER YOU.

UNCOVERED - SET FOR YELLOW/ORANGE. USE YELLOW/ORANGE RULES FOR PASS PRO.

OFF TACKLE - TAKE SET BASED ON DE'S ALIGNMENT. STAY WITH HIM UNTIL SCREEN IS THROWN.

ON BACK - FREE RELEASE. HOT. ALERT RAY/LEE, FREE RELEASE.

OFF BACK - POCKET PRO, FLARE. ALERT RAY LEE, FREE RELEASE.

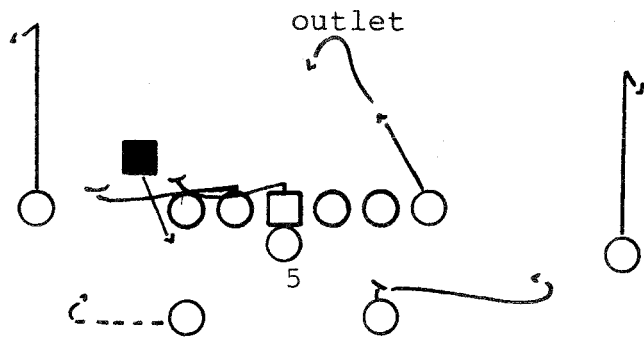
QB - MUST CHECK FREE RUSHER

ONSIDE OUTSIDE RECEIVER - MUST RELEASE OUTSIDE VS CLEO/NOSE/BUMP.

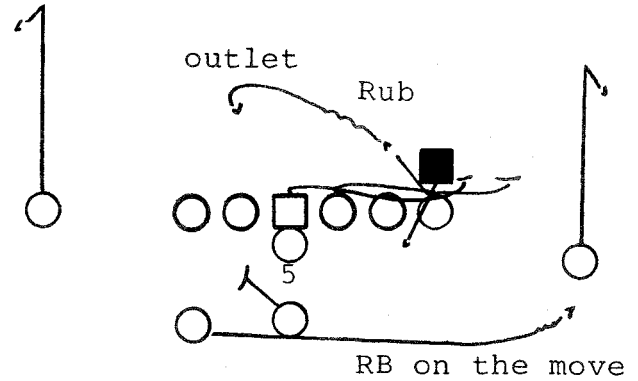
BLITZ

BACKS HAVE MDM RUSHER -- INCLUDES SCREEN BACK

RECEIVERS SIGHT ADJUST.

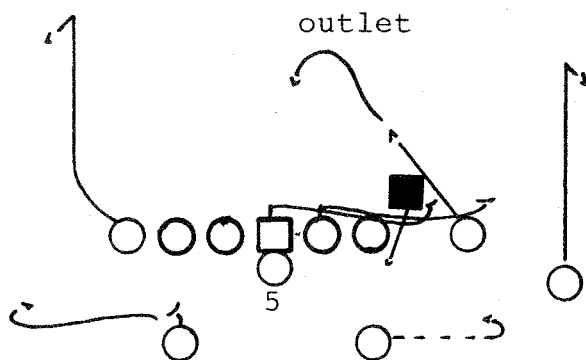
RB 5 STEPS-PIVOT

R R A SPEED LT 343

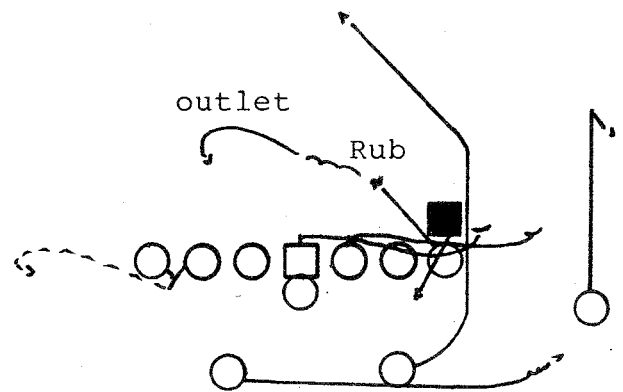


RB on the move

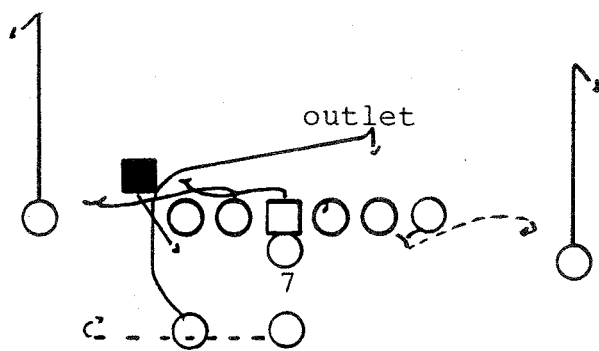
BR SWITCH A SPEED RT RUB 323



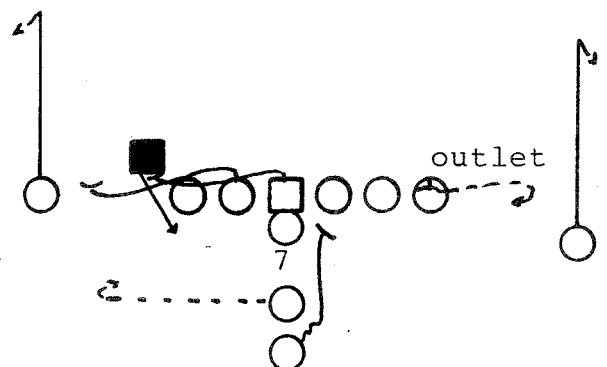
RL SLOT B SPEED RT 343



U R L SLOT RAY A SPEED RT RUB 023 B PO

RB 7 STEPS-PIVOT

B R LEE B SPEED LT 303



GR FAKE H 20 DRW A SPEED LT 303

FLASH/LIGHTNING

FLASH AND/OR LIGHTNING ARE THROWN OFF OF PLAY ACTION. THEY WILL BE THROWN WITH A QUICK FAKE AND THROW TO THE RECEIVER BEHIND THE L.O.S.

LINE COACHING POINTS:

ON TACKLE - TAKE QUICK STEP TO EXECUTE QUICK FAN. RELEASE FLAT. EXECUTE QUICK FAN. RELEASE FLAT, SPRINT AT THE RECEIVER TO BLOCK FIRST FORCE.

ON GUARD - COVERED - TAKE QUICK STEP, STAB D.T. - RELEASE FLAT, SPRINT BEHIND ON TACKLE. YOU ARE SECOND MAN OUT. BE READY TO LEAD UPFIELD, BLOCK FIRST MAN TO SHOW. UNCOVERED - TAKE QUICK FAN STEP. RELEASE FLAT, SPRINT TO ASSIGNMENT. IF TRAP PLAY IS CALLED, BLOCK PLAY CALLED

CENTER - BLOCK PLAY CALLED. CLEAN-UP BACKSIDE OR TRAIL. ON TRAP- YOU'RE SECOND MAN OUT.

OFF GUARD - BLOCK PLAY CALLED. RELEASE DEFENDER AWAY FROM SCREEN SIDE.

OFF TACKLE - BLOCK PLAY CALLED. RELEASE DEFENDER AWAY FROM SCREEN SIDE.

BACKS - RUN PLAY CALLED

QB - FAKE PLAY CALLED. ALERT CLEO/BUMP/NOSE NO FAKE, 2 STEPS THROW ONside RECEIVER - DOWNFIELD 2 STEPS, ANGLE BACK TO THROW. BE ALERT TO CLEO/BUMP/NOSE.

CWM: THE QB WILL CALL THE RUN PLAY IN THE HUDDLE. THEN CALL LITE/FLASH AT THE L.O.S. BY DEFENSIVE LOOK.

SPOT

BACKS FAKE PLAY CALLED. OL BLOCK NAKED

BALL CARRYING RECEIVER - SPOT, NO ADJUST

BLOCKING RECEIVER - BLOCK MDM

QB - 2 STEPS THROW

80/90 QUICK

REMAINING BACK FAKE 60/70 BLUNT AWAY. FROM CALL - SEAL

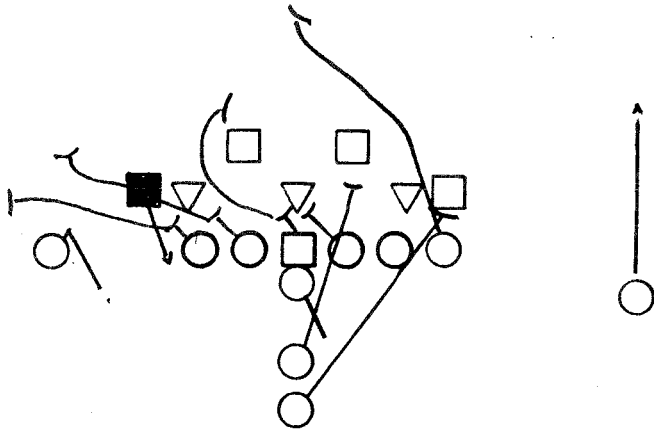
ONside OL Y REACH # MAN ON, O.T. REACH # MAN ON, O.G. PULL SEAL

OFFside OL O.C. ROLL #, O.G. ROLL #, O.T. ROLL #.

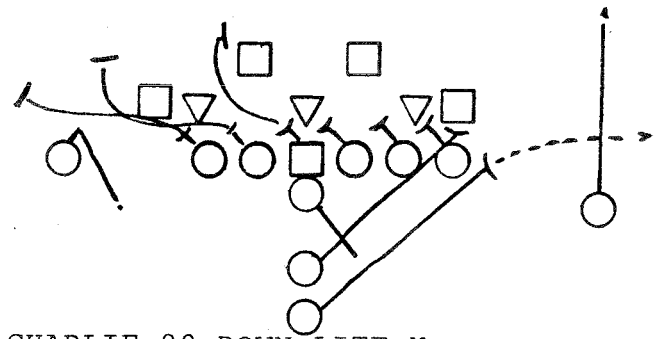
BALL CARRYING RECEIVER - SPOT. NO ADJUST

BLOCKING RECEIVER - BLOCK MDM

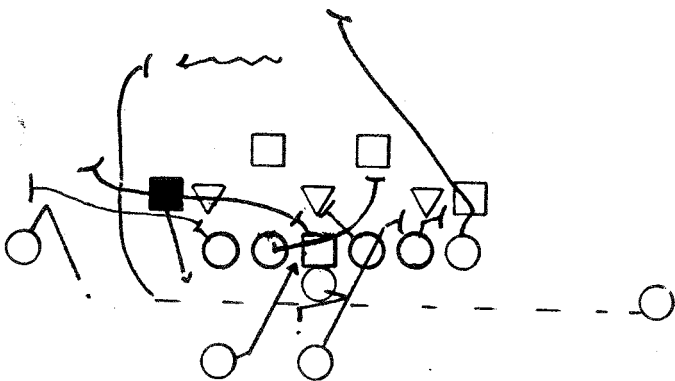
QB - QUICK 60/70 BLUNT FAKE - THROW



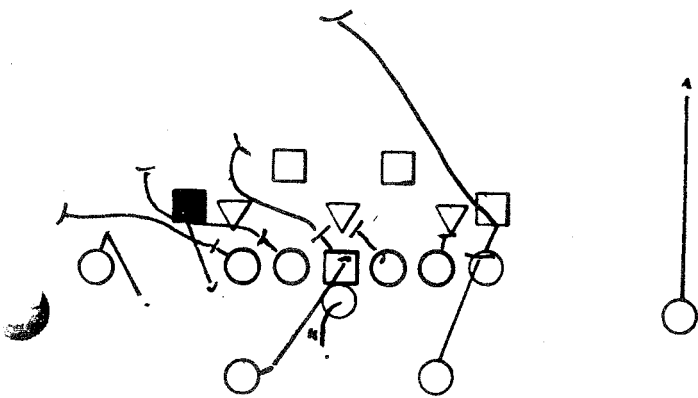
G R CHARLIE 40F LITE-X



G R CHARLIE 80 DOWN LITE-X



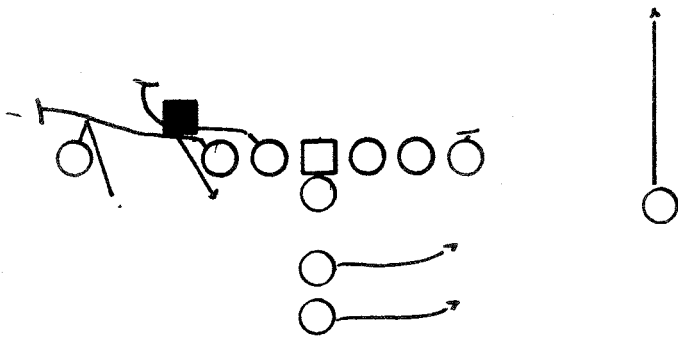
B R SLOT X OPPOSITE RUN PASS 20 OH LITE-X



R R CHARLIE 10 TRAP LITE-X

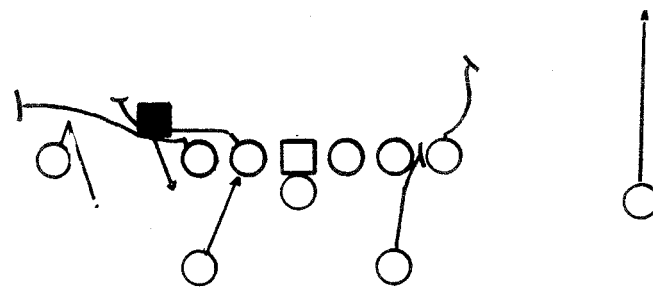


CWM LITE-X



GR H 80 TOSS CWM

CWM LITE-X



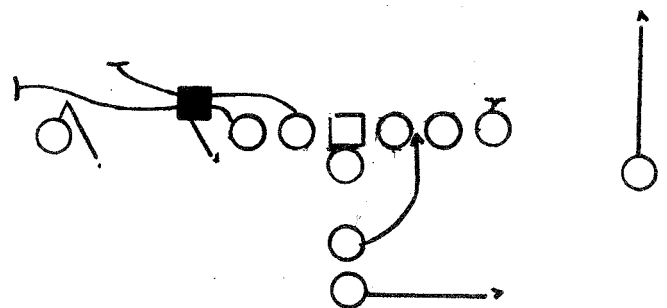
R R H 50 DIVE CWM

CWM LITE-X



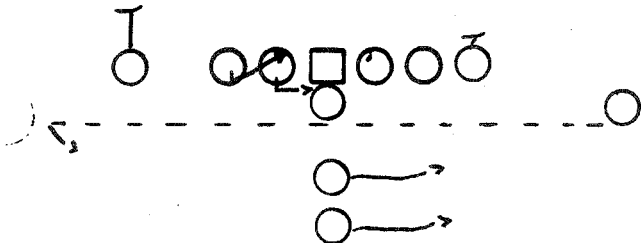
Trey RT 80 pitch cwm

CWM LITE-X



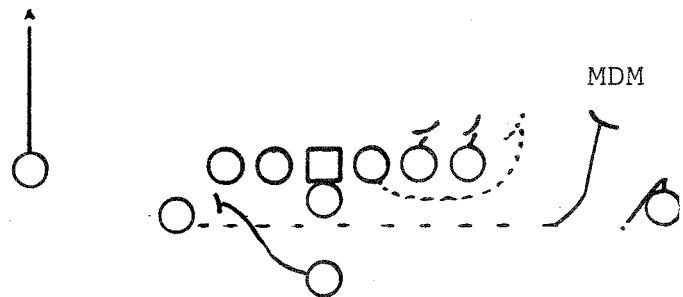
GR 60 BELLY CWM

MDM



GR SLOT Z OPP FK H 80 TOSS Z SPOT

MDM



TREY RT OPPOSITE 80 QUICK

LINE BLOCKS



OFFENSIVE LINE TERMINOLOGY

ONE VITAL ELEMENT IN ANY TEAM EFFORT IS A COMPLETE COHERENT SYSTEM OF COMMUNICATION. THERE IS NO GROUP WITHIN ANY SPORT WHOSE SUCCESS IS AS DEPENDENT ON EFFECTIVE COMMUNICATION AS THE OFFENSIVE LINE IN FOOTBALL. PHYSICAL SKILL AND EFFORT CAN MAKE A GREAT RUNNER OR RECEIVER BUT, WHEN FIVE OR SIX OF US ARE INVOLVED, NO AMOUNT OF TALENT CAN REPLACE THE ABILITY TO UNDERSTAND ONE ANOTHER. THE FOLLOWING TERMS MAKE UP OUR LANGUAGE -- A THOROUGH UNDERSTANDING OF THEM AND THE PLAYS TO WHICH THEY RELATE WILL ALLOW US TO OPERATE WITH AGGRESSIVENESS, CONFIDENCE AND UNITY. IN OFFENSIVE LINE PLAY, THAT IS EVERYTHING.

THE WORDS ARE GROUPED INTO CATEGORIES DESIGNATED AS GENERAL TERMS, LOCATION TERMS, BLOCKING COMBINATIONS (METHODS OF ATTACKING VARIOUS SEGMENTS OF A DEFENSE BY TWO OR MORE LINEMEN) AND TECHNIQUES. WHERE POSSIBLE, THE BLOCKING COMBINATIONS FOLLOW A LOGICAL SEQUENCE, APPROPRIATE TECHNIQUES BEING GROUPED WITH THE PROPER COMBINATIONS. AN EASY INDEX IS INCLUDED FOR QUICK REFERENCE.

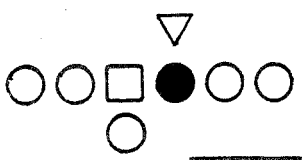
REFERENCE INDEX

LB 2

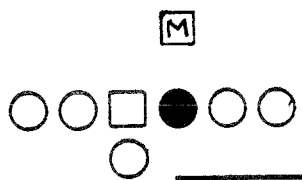
ACE	13	OFF	37
AREA	17	OPEN LINEMAN	62
AXE	58	OT	48
BUBBLE	54	OVER	39
BUDDY BLOCK	16	REACH	20
CHOKE	24	RIM	49
COB	33	SIFT	42
COMBO	27	SLAM RELEASE	61
COVERED	8	SLIDE	57
COW	30	SLIP	22
CUT OFF	29	SLIP WALL	60
DEUCE	14	SLOOP	31
DOG	53	STALK	56
DOUBLE SLIP	23	STAY	34
DRIVE	19	SUCKER	50
EVEN	36	SWAP	26
FAN	47	SWAP WALL	59
FOLD	28	SWITCH	42
"G"	45	SWOOP	42
GAR	44	TAG	44
"GAP" CALL	65	TAKE	32
GEORGE	51	TRAP	35
GREEN	38	TREY	15
JACK	67	TUFF	10
JAM	66	UNCOVERED	9
KING	63	VOID	11
LOG	40	WHEEL	25
MAN	18	YOU/ME	55
MIKE	21	OFFSET	12
"OH"	41	PITCH	46

GENERAL TERMS

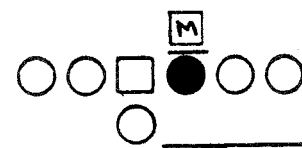
1. BLOCKING COMBINATIONS A METHOD OF ATTACKING VARIOUS SEGMENTS OF A DEFENSE BY TWO OR MORE LINEMEN.
2. L.O.S. ABBREVIATION FOR LINE OF SCRIMMAGE.
3. ONside THE SIDE TO WHICH THE PLAY IS CALLED.
4. BACKSIDE THE SIDE OPPOSITE THE PLAY CALL.
5. GAP THE AREA BETWEEN THE SHOULDER OF ONE OFFENSIVE LINEMAN AND THE SHOULDER OF THE ADJACENT OFFEN- LINEMAN -- ALSO USED AS A CALL ON RARE OCCASIONS.
6. SPLITS THE SIZE OF THE GAPS BETWEEN OFFENSIVE LINEMEN WILL VARY ACCORDING TO PLAY CALLED AND DEFENSE.
7. CALL A VERBAL SIGNAL GIVEN BY A LINEMAN TO INDICATE PARTICULAR BLOCKING COMBINATION -- USUALLY DELIVERED AT THE L.O.S. BY THE CENTER, AN UN- COVERED LINEMAN BACKSIDE, OR A COVERED LINEMAN ONSIDE.



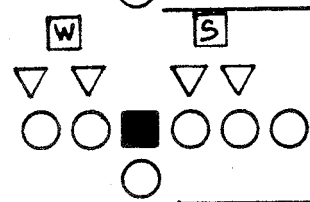
8. COVERED - INDICATES MAN ON NOSE OR EITHER SHOULDER ON L.O.S., IN A THREE POINT OR FOUR POINT STANCE.



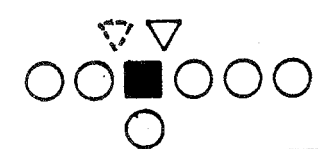
9. UNCOVERED - SAME AS COVERED EXCEPT THAT THE MAN IS OFF THE L.O.S. (ONE OR MORE YARDS) STANDING UP.



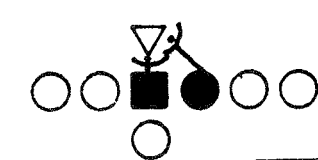
10. TUFF - SAME AS COVERED EXCEPT THAT THE MAN ON THE L.O.S. IS A LBER.



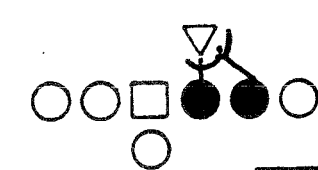
11. VOID - INDICATES THAT NO ONE IS ALIGNED IN FRONT OF AN OFFENSIVE LINEMAN.



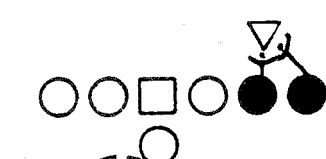
12. OFFSET - INDICATES THAT NOSE TACKLE IN AN ODD DEFENSE IS ALIGNED ON EITHER SHOULDER OR IN EITHER GAP OF THE CENTER.



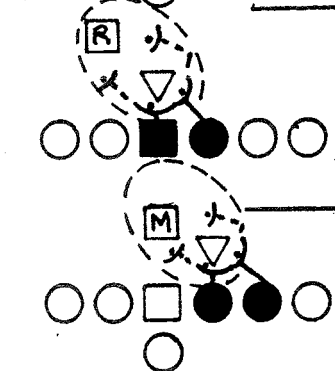
13. ACE - DOUBLE TEAM BLOCK ON NOSE TACKLE COVERING OR OFFSET ON CENTER - INVOLVES CENTER AND ONSIDE GUARD. *on nose O.T.*



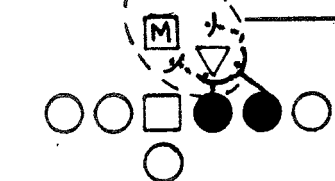
14. DEUCE - DOUBLE TEAM BLOCK ON MAN COVERING ONSIDE GUARD. INVOLVES ONSIDE GUARD AND ONSIDE TACKLE.



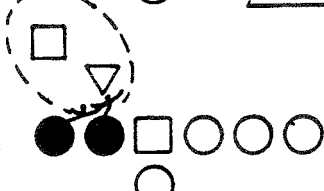
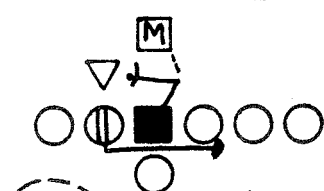
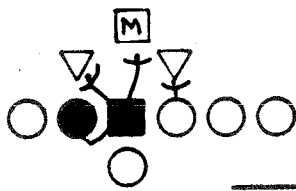
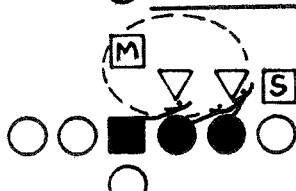
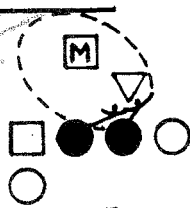
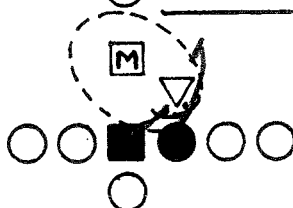
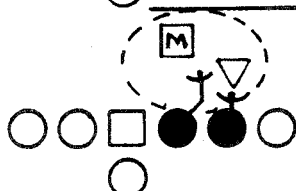
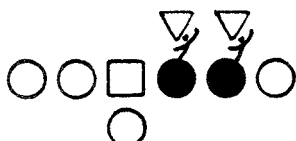
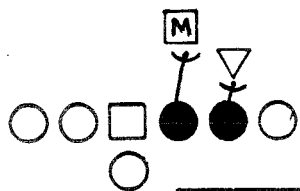
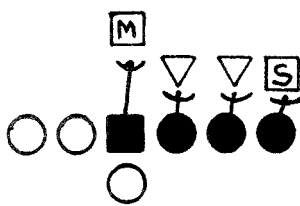
15. TREY - DOUBLE TEAM BLOCK ON MAN COVERING ONSIDE TACKLE - INVOLVES ONSIDE TACKLE AND TIGHT END.

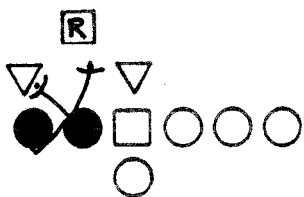


16. BUDDY BLOCK - AREA BLOCKING SCHEME BETWEEN CENTER AND ONSIDE GUARD TO ACCOUNT FOR NOSE TACKLE AND BACKSIDE INSIDE LINEBACKER.

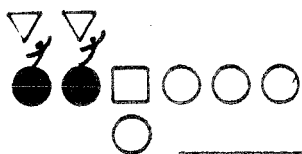


17. AREA - TEAMWORK TECHNIQUE BY TWO ADJACENT BLOCKERS TO INSURE THE L.O.S. AND GET MOVEMENT AT THE POINT OF ATTACK AND ACCOUNT FOR TWO DEFENDERS.

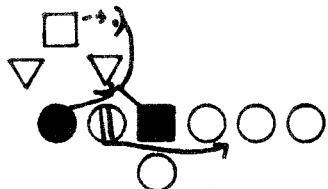




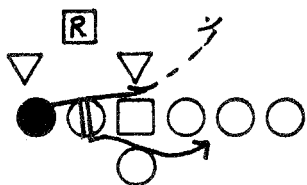
28. FOLD - GUARD BLOCK BACK ON DEFENDER COVERING TACKLE. TACKLE COME AROUND FOR LINEBACKER.



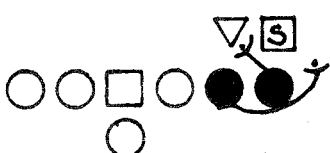
29. CUT OFF - BACKSIDE LINEMAN BLOCKS MAN OVER HIM TO PREVENT PURSUIT. *Never leave feet*



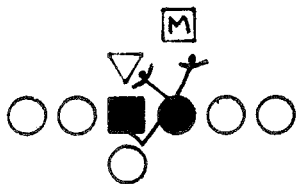
30. COW - CENTER CALL AND BLOCKING TECHNIQUE - BACKSIDE TACKLE CUT OFF - CENTER ON BACKSIDE LBER.



31. SLOOP - BACKSIDE TACKLE TECHNIQUE USED TO SEAL OFF AREA BACKSIDE OF CENTER VS. ODD AND LOOSE (UNDER-4LS) DEFENSIVE ALIGNMENTS.

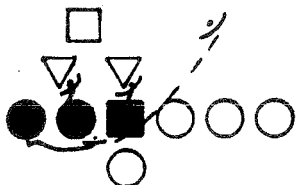


32. TAKE - ONSIDE TIGHT END BLOCKS DOWN ON DEFENDER COVERING HIS TACKLE. ONSIDE TACKLE PULLS AROUND FOR FIRST MAN OUTSIDE. TACKLE WILL KICK OUT OR LOG DEFENDER.

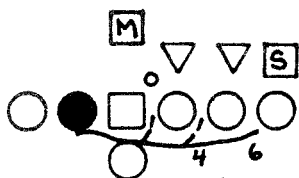


33. COB - ONSIDE GUARD BLOCK MAN COVERING CENTER - CENTER STEP AROUND GUARD TO BLOCK LBER.

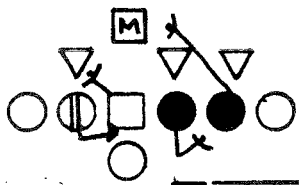
*Draw + Toss*



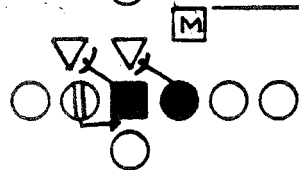
34. STAY - GUARD CALL TO TACKLE TELLING TACKLE THAT GUARD IS NOT PULLING. GUARD WILL STAY TACKLE WILL PULL TO PROTECT RUNNING LANE.



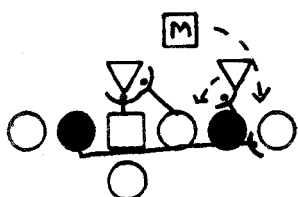
35. TRAP - PLAY WHERE BACKSIDE GUARD PULLS ONSIDE AND KICKS OUT MAN IN DESIGNATED HOLE (PLAY NUMBER).



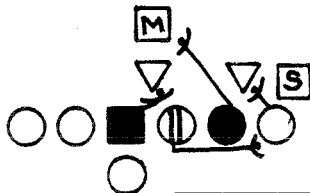
36. EVEN (TRAP) - ONSIDE TACKLE BLOCK 1ST INSIDE LBER. ONSIDE GUARD CROSS BEHIND TACKLE TO BLOCK 1ST DEFENDER (MDM).



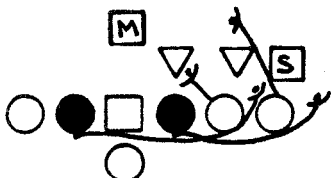
37. OFF - CENTER BLOCKS BACK FOR PULLING GUARD - ONSIDE GUARD BLOCKS DOWN FOR MAN ON CENTER.



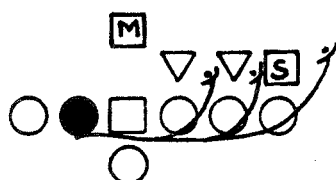
38. GREEN (CALL) - ONSIDE TACKLE CALL TO ALERT TRAPPING GUARD THAT TACKLE CANNOT GET INSIDE HIS DEFENSIVE END FOR A TRAP PLAY. TRAPPING GUARD LOOK TO TRAP ONSIDE LBER.



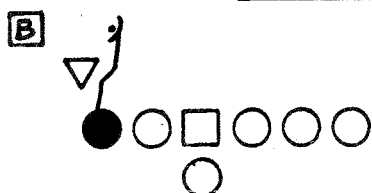
39. OVER (CALL) - CENTER CALL TO ALERT ONSIDE TACKLE TO BLOCK MLBER, BECAUSE ONSIDE DEFENSIVE TACKLE HAS MOVED TO THE GAP - CENTER REACH DT *Tells back side to come scoop also*



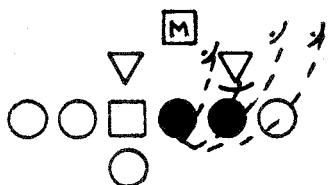
40. LOG - TECHNIQUE OF A PULLING LINEMAN HOOKING A MAN, EITHER OFF TRAP OR SWEEP PLAY. *Hook*



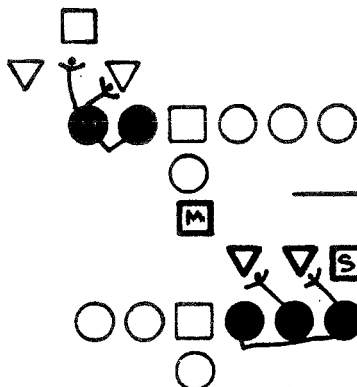
41. "OH" - BACKSIDE GUARD PULL AND LEAD UP THROUGH DESIGNATED HOLE. FIRST OPENING.



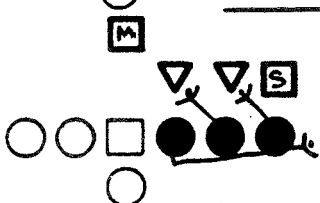
42. SIFT - TECHNIQUE OF BACKSIDE TACKLE EXPLODING THROUGH DEFENSIVE END TO SEAL BACKSIDE LBER.



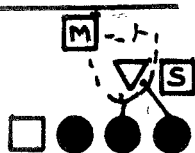
43. GAR - TACKLE BLOCKS MAN COVERING HIM - GUARD STEPS AROUND OR GOES THROUGH FOR LBER - DEPENDING ON GUARDS READ.



44. TAG - TACKLE BLOCKS DOWN ON MAN COVERING GUARD - GUARD COMES AROUND TO BLOCK LB OVER TACKLE.

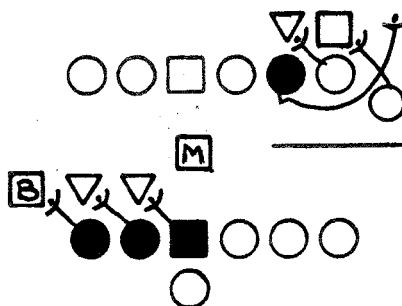


45. "G" - COMBINATION BLOCK ONSIDE TACKLE, TE AND GUARD. GUARD PULL TO TRAP OR LOG OUTSIDE LBER.

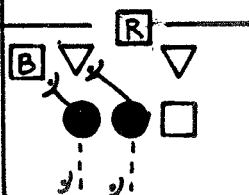


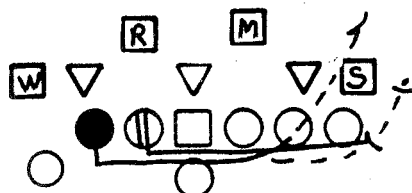
S

46. PITCH - ONSIDE TACKLE PULL - BLOCK FIRST FORCE.

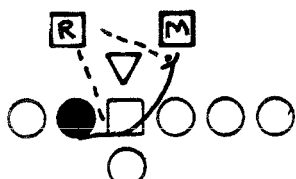


47. FAN - ONSIDE TACKLE AND GUARD (CENTER VS. EVEN) BLOCK FIRST MAN OUTSIDE. PASS SET FOR CERTAIN PLAYS. *\**

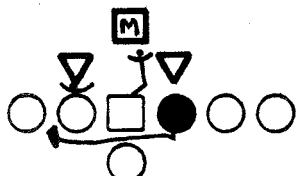




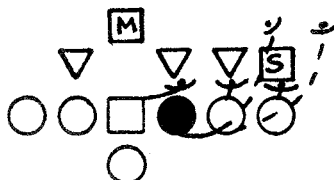
48. OT - BACKSIDE TACKLE PULL - RUN COURSE FOR FIRST DEFENDER TO SHOW AT P.O.A. READ BACKSIDE O.G.'s BLOCK. IF HE TRAPS GO UP INSIDE, IF HE LOGS GO AROUND HIM.



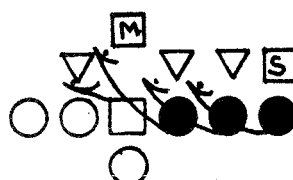
49. RIM - BACKSIDE GUARD PULL AROUND CENTER TO BLOCK FIRST BACKSIDE LBER. ALERT LBER RUN THROUGH (SLOW READ)



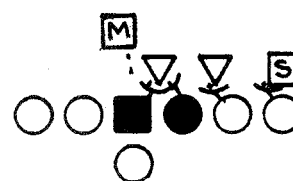
50. SUCKER - TERM USED TO PULL AWAY TO INFLUENCE A DEFENSIVE MAN TO RUN BEHIND HIM.



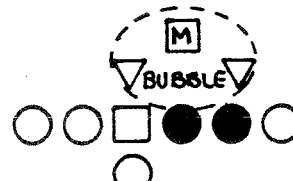
51. GEORGE - ONSIDE GUARD RESPONSIBLE FOR MIDDLE OR INSIDE LINEBACKER. PULL - READ TE'S BLOCK. USED MAINLY IN SHT.YDG/S.L. SITUATIONS.



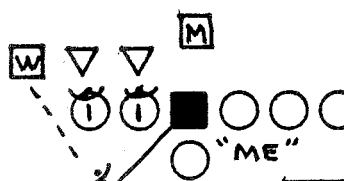
52. SWOOP - OFFSIDE LINEMEN REACH THROUGH YOUR INSIDE GAP. *Scoop*



53. DOG - DOUBLE TEAM BY CENTER AND ONSIDE GUARD AT POINT OF ATTACK. SHT. YDS. AND G.L. TERM. *ACE Block*

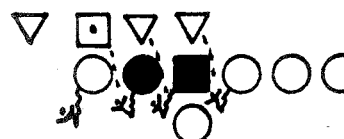


54. BUBBLE - TERM INDICATING AREA IN FRONT OF UNCOVERED LINEMAN.



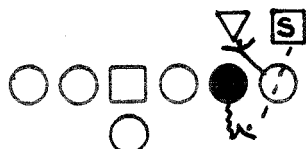
55. "YOU/ME" - CENTER/GUARD CALL VS. EVEN LOOK AS TO WHO WILL BLOCK OUTSIDE LBER.

56. STALK - TERM TO TELL TE TO RELEASE TO BLOCK FIRST FORCE.

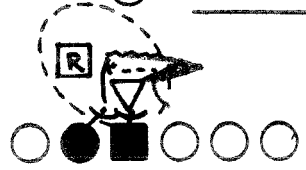


57. SLIDE - CALL TO GET TO GAP BLOCKING IN PASS-PROTECTION. WHEN BLITZ OR DOG IS OBVIOUS.

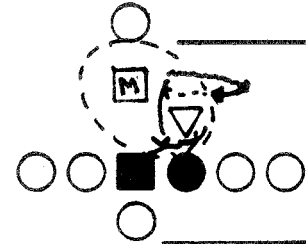




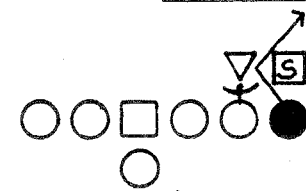
58. ~~Y~~ - Y DOWN BLOCK ON DE WITH HAT IN FRONT. TACKLE TAKE NORMAL PASS SET. CHECK OSLBER- PICK HIM UP IF HE COMES.



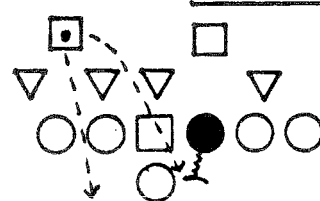
59. SWAP WALL - CENTER/BACKSIDE GUARD, START SWAP BLOCK, IF BACKSIDE LBER FLOWS, BACKSIDE GUARD COME OFF N.T. AND WALL HIM OFF.



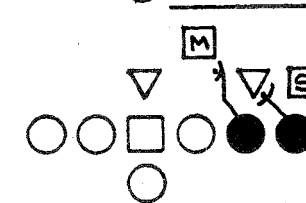
60. SLIP WALL - CENTER/ONSIDE GUARD, START SLIP BLOCK, IF MLBER FLOWS, CENTER COME OFF DT AND WALL HIM OFF.



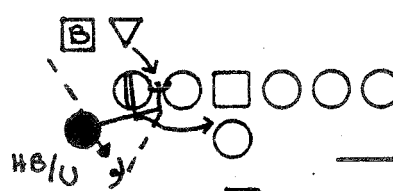
61. SLAM RELEASE - Y START DOWN BLK. ON DE (SELL POWER BLK.), THEN RELEASE FOR PATTERN



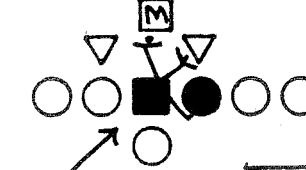
62. OPEN LINEMAN - INDICATES CENTER OR GUARD BEING UNCOVERED OR VOID FOR PASS PROTECTION ASSIGNMENT.



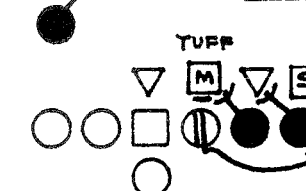
63. KING - Y DOWN BLOCK ON DE IF DE DISAPPEARS, BLOCK FIRST DEFENDER TO CROSS YOUR FACE. BLOCK DOWN ON DE AS THOUGH YOU HAVE HIM BY YOURSELF. SCHEME USED FOR 46147 OT.



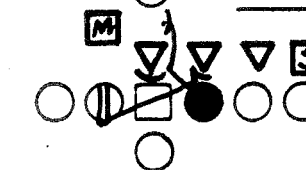
64. PULL FILL - U OR H.B. (DEUCE) BLOCK. PULL FOR DE OVER BACKSIDE OT. ALERT, CENTER BLOCKING BACK, CLIP DE OR WHEEL BACK FOR TRAILING DEFENDER.



65. SWITCH - CENTER - ONSIDE OG. - BLOCK LIKE CHOKE. BALL CARRIER WILL APPROACH HOLE CALLED FROM DIRECTION OPPOSITE OG. PULL.

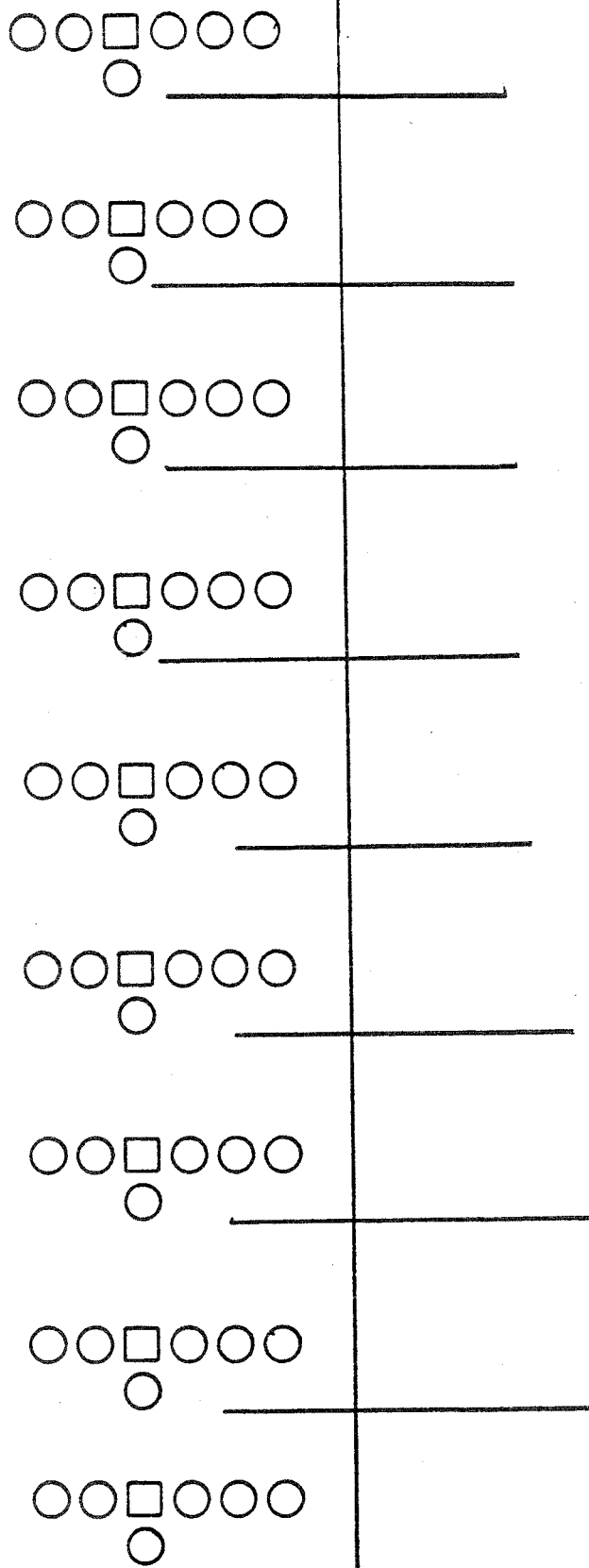


66. "GAP CALL" - CALL BY ONSIDE OT. - TO LET Y/U KNOW THAT HE MUST KING BLOCK. THE OT MUST BLOCK DOWN ON THE MAN COVERING THE ONSIDE OG.



67. "JAM" CALL - CALL BY ONSIDE OG TO ALERT "OH" PULLING OG. THAT HE IS COVERED SO PULLING OG CAN ADJUST.

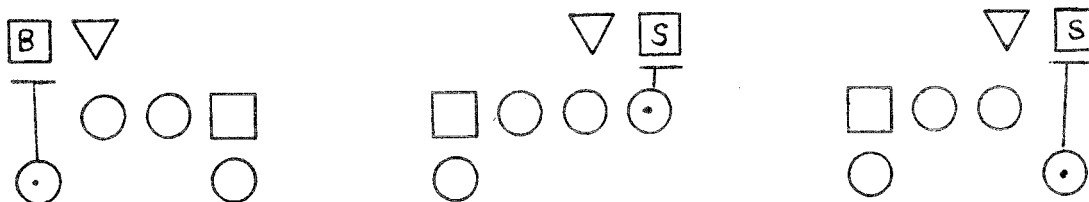
67. JACK - DOUBLE TEAM BLOCK WITH THE FB (WING) AND Y ON THE DEF. LINEMEN COVERING Y WITH Y AND THE FB RESPONSIBLE FOR THE DEF. LINE-MEN AND THE MAN IN LOOSE ALIGNMENT.



TIGHT END BLOCKS

DEFINITION OF STANDARD BLOCKS FOR Y, OR Z IN A WING

1. DRIVE BLOCK - USED WHEN BALL IS INSIDE OVER THE TACKLE.



COACHING POINTS:

1. WIDE SPLIT
2. P.O.A. INSIDE NUMBER
3. GET MOVEMENT AT P.O.A. AND MAINTAIN CONTACT.

2. INSIDE BLOCKING COMBINATIONS

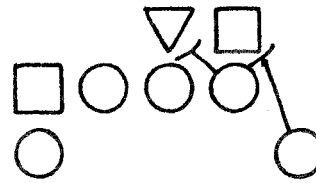
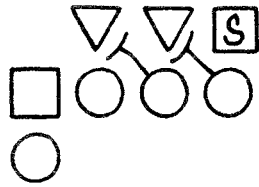
- A. DOUBLE TEAM - THE Y END IS THE LEAD MAN ON ALL TREY #'S  
THE Z (IN A WING) IS THE LEAD MAN ON DOUBLE TEAM #'S  
WITH Y.



COACHING POINTS:

1. MAINTAIN A NORMAL SPLIT
2. P.O.A. IS THE OUTSIDE HIP OF DEF. MAN
3. TAKE THE DEF. MAN OFF THE L.O.S.
4. IF HIP DISAPPEARS INSIDE CONTINUE FOR INSIDE LBER.
5. NEVER LET DEF. MAN ROLL OUTSIDE ON BLOCK.
6. DON'T TURN BUTT INTO HOLE.
7. SQUEEZE YOUR INSIDE HIP TO OFFENSIVE TACKLE'S OUTSIDE HIP.

- B. DOWN BLOCK - BLOCKING DOWN ON THE MAN TO THE INSIDE WITH NO TACKLE OR Y HELP.

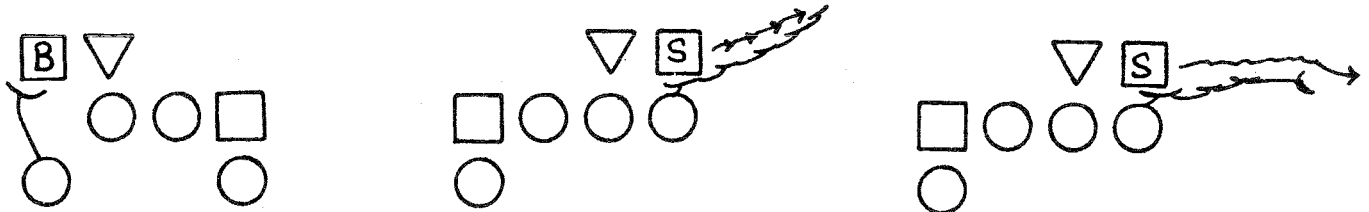


1. TIGHT SPLIT
2. DEPTH OF DEF. MAN WILL DETERMINE AIMING POINT. WORK TOWARDS MIDDLE OF MAN (NEAR HIP).
3. LEAD STEP WITH INSIDE FOOT (ALWAYS OPEN).
4. NEVER LET MAN ACROSS L.O.S.
5. IF MAN ROLLS OUTSIDE USE REVERSE BODY.

NOTE: We will reverse body technique on Gap Block also.

3. BLOCK TECHNIQUES USED ON DEFENDER OVER YOU WITH BALL GOING OUTSIDE.

- A. REACH BLOCK - USED ON OUTSIDE PLAY

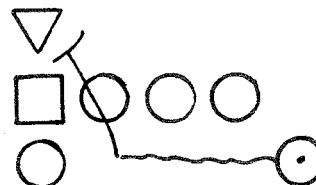
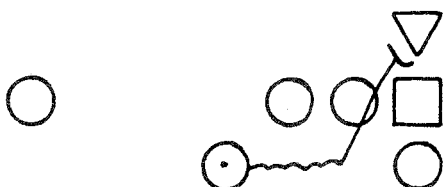


COACHING POINTS:

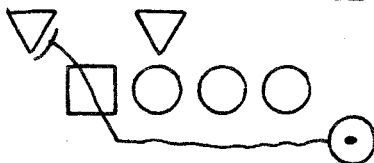
1. TIGHT SPLIT
2. P.O.A. OUTSIDE NUMBER.
3. STEP WITH OUTSIDE FOOT. MAINTAIN CONTACT WITH DEFENDER ATTEMPTING TO GET MOVEMENT ON DEFENDER.
4. TRY TO GET REACH ON DEFENDER. PROBABLY WILL MAINTAIN CONTACT AND RUN TO SIDELINE, ALLOWING BALL CARRIER TO CUT INTO ALLEY. DO SO WITH STRENGTH.

4. MOVEMENT BLOCKS

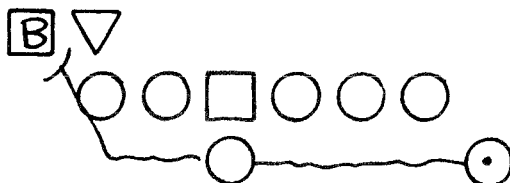
- A. WHAM BLOCK - CAN BE USED WITH LEAD PLAY & LAG.



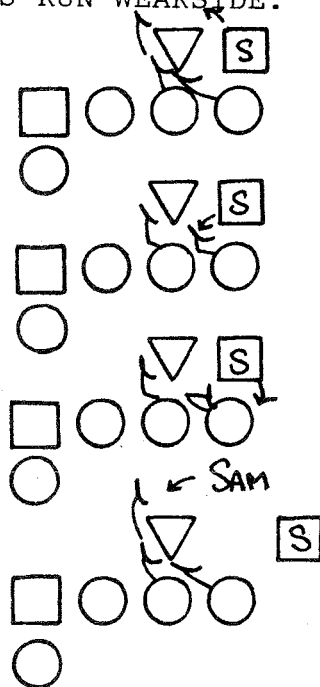
B. TRAP BLOCK - USED PRIMARILY IN GL & SHORT YDG. SITUATIONS



C. CUTOFF BLOCK - USED TO CUT OFF BACKSIDE PURSUIT



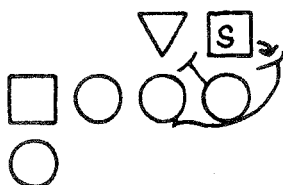
5. "COMBO" BLOCK - USED TO WALL OFF STUB LBER - USED ON INSIDE RUNNING PLAYS AND PLAYS RUN WEAKSIDE.



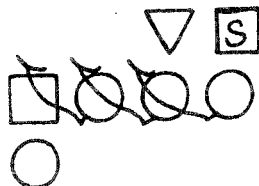
#### COACHING POINTS:

1. TACKLE AND Y EXPLODE ON DEF END GIVING PICTURE OF DOUBLE TEAM AND THEN READ DEF END AND LBER FOR THEIR PURSUIT PATH. Y MUST WORK FOR INSIDE HIP OF DEF. END.
2. IF STUB WORKS BEHIND DEF. END, THE OFFENSIVE TACKLE WILL TAKE HIM. IF STUB STEPS UPFIELD, Y TURNS BACK ON HIM.
6. TAKE BLOCK - ONSIDE TIGHT END BLOCKS DOWN ON DEFENDER COVERING OFFENSIVE TACKLE. ONSIDE TACKLE PULLS AROUND FOR FIRST MAN OUTSIDE. TACKLE WILL KICK OUT OR LOG DEFENDER.

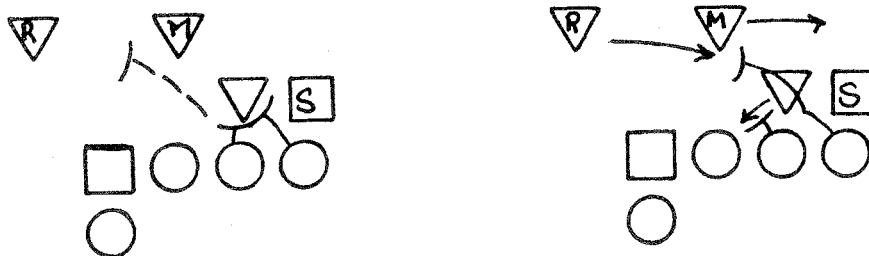
NOTE: Technique on Take Block is same as Gap Block.



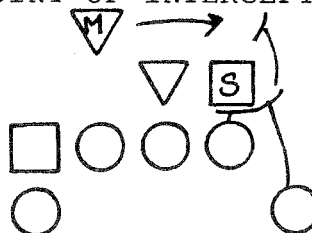
7. SWOOP BLOCK - OFFSIDE LINEMEN REACH THROUGH THEIR INSIDE GAP.



8. KING BLOCK - STEP INSIDE TO BLOCK DEF. END. THINK OF BLOCKING DEF. END BY HIMSELF. MUST GET ON HIM IMMEDIATELY. IF DEF. END DISAPPEARS GO TO ROVER. ALERT GAP CALL.

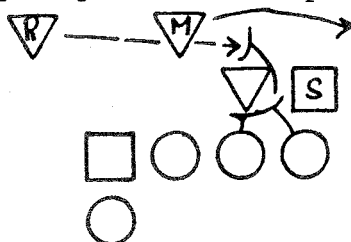


9. JACK BLOCK - NOW THE Y BECOMES THE POST MAN AND THE Z IS THE LEAD MAN. SEE THE TECHNIQUE WRITE-UP ON THE DOUBLE TEAM. ON JACK, WE WILL RUB OFF TO THE MAC. KEEP SHOULDERS SQUARE AND UPFIELD TO POINT OF INTERCEPT WITH MAC.

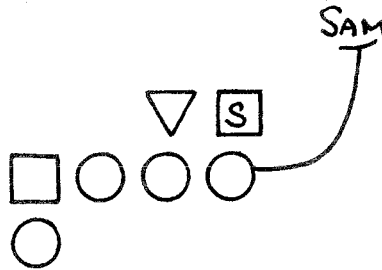


10. RUB - SAME PRINCIPLES AND TECHNIQUES AS TREY. KEEP SHOULDERS SQUARE AND THINK OF SLIPPING UPFIELD TO ROVER. USED ON 18-19 Bob.

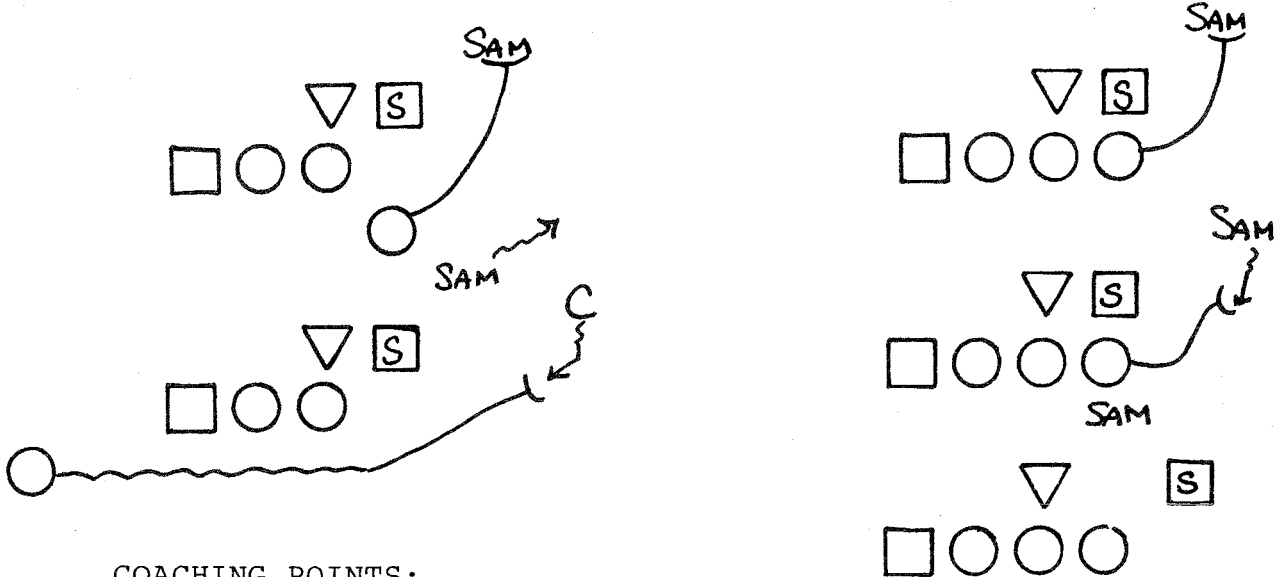
Note: Technique of Tackle different on King than Rub. On Rub, tackle attempting more of a post technique on Def. End.



11. STALK - TERM TO TELL TE TO RELEASE TO BLOCK FORCE.



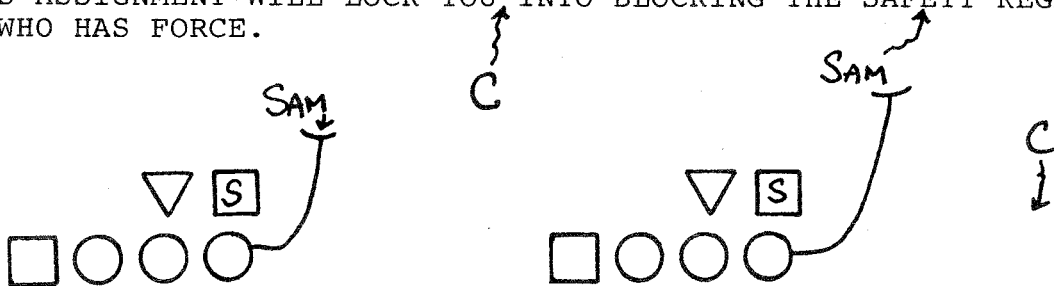
12. "FORCE" BLOCK - OUTSIDE RELEASE BLOCK FORCE TO YOUR SIDE.



COACHING POINTS:

1. QUICK OUTSIDE RELEASE GOOD CLEARING ARC, PUT PRESSURE ON S/S SCRAMBLE STICK AND STAY ALL OVER FIELD.
2. IF STUB WORKS OUT ON BUSTER FORCE, STAY WITH STUB IF HE CROSSES FACE.
3. IF S/S LINES UP INSIDE STUB, PRE-SNAP LOOK RELEASE INSIDE BLOCK S/S

13. DOWNFIELD #2 BLOCK - OUTSIDE RELEASE AND BLOCK SAFETY TO YOUR SIDE. THIS ASSIGNMENT WILL LOCK YOU INTO BLOCKING THE SAFETY REGARDLESS OF WHO HAS FORCE.





14. PULL-FILL - A BLOCK USED ON BACKSIDE BLOCKING TO SECURE THE INSIDE GAP. IF THE DEFENSIVE END OVER THE OFFENSIVE TACKLE PLAYS OUTSIDE GAP, CLIP DEF. END. IF DEF. END LOCKS TIGHTLY ONTO TACKLE, TURN BACK TO CUTOFF OUTSIDE BACKER.

Note: The center is blocking back for def. end. Y will only block def. end if he plays too wide for center to get.

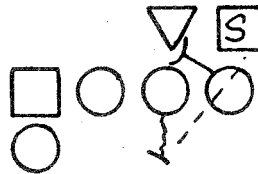


Y PASS PROTECTION BLOCKS AND TERMS

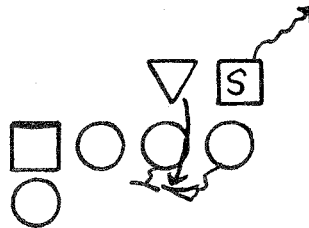
1. SLOW BLOCK - Y IS RESPONSIBLE TO PASS PROTECT ON STUB BACKER.



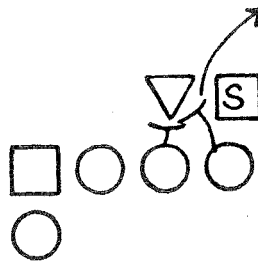
2. STRIKE BLOCK-ON PASS PROTECTION, Y COMES DOWN ON DE WITH THE HAT IN FRONT. TACKLE THEN TAKES NORMAL PASS SET.



3. STAY - Y CHECKS FIRST HIS STUB BACKER. IF STUB DOESN'T COME, HE HELPS DOUBLE INSIDE ON DEF. END.



4. SLAM RELEASE - Y START DOWN BLOCK ON DE (SELL POWER BLOCK), THEN RELEASE FOR PATTERN.



Pass Situation Pass Plays are a combination of The Basic Pass Attack and The Pass Situation Attack.

Drop Back PassQuick/3 Step Aggressive

Hi 212  
Lo Hi 222

Ball Control/5 Step Firm

Scat 151 A Fan  
Scat 384 A S.L./Rim  
Scat 635 B Flat  
Scat 872 A Corner  
Peter Paul 384 A Corner/Cross  
Peter Paul 381/831

Downfield/7 Step Deep Drop

Rip Liz 444 Flat  
Rip Liz 457 B Hash  
Opt 866 B Fan/Choice  
Opt 439 B Fan  
Opt 685 A Fan/Choice  
Opt 766 A Fan

Combination/7 Step Deep Drop

Opt 525 B Post  
Opt 767 A Cross-Sneak  
Opt 272 A Read  
Scat Pump 372 A Swing/Go  
Opt 972 A Shake/Post  
Opt 999 A Post

Under/5-7 Step Firm

at 635 B Cross/Up  
Scat 632 Fk Dly B Corner  
Scat 572 Drv B Shoot/Wide  
Lo Hi 265 Drv A Corner

Delay/7 Step

Opt 273 Dly A Corner/Fake  
Peter Paul 273 Dly A Cor/Fake  
Scat 372 Dly B Close/Fake  
Scat 55 Dly B Close/Fake  
Rip Liz(Middle)976 Box

Rub-Split/7 Step Firm

Fire 565 Box/Split  
Fire 685 Box/Split  
Scat 625 Box/Split B Up

Pick/5 Step Firm

Opt Pick 39 B Shoot  
Opt Pick 55/B Close/Fake  
Scat Pick 62/ B Close/Fake  
Scat Pick 37 B Wide/Shoot  
Peter Paul DBL Pick Wide/Shoot

Zero-Fake Zero/7 Step Firm

Rip Liz "0"66 Wide  
Opt Fake "0"66 A Swing  
Rip Liz 8"0"6 Ricky/Lucky  
8 Fake "0"6 B Swing  
Rip Liz "0"88/"0"87 Wide

Action Pass

Roll 055/057/079  
Roll Pick 037  
Sprint Pick 017  
Sprint Pick A/B Shoot  
Sprint Full CWM  
Dash 855 (Pump)  
Dash 872 Fake Delay  
Dash 609 B Flat  
Dash "0"79  
Naked Fk 80/90 Bim B  
Shoot

ScreensPocket

H Screen WK 545  
F Screen ST 545  
F Screen Middle 545  
Lo Hi ST H Scrn 029  
Rub B Post  
Fake Scrn Wk H Slip 455

Speed

H Speed WK 343  
F Speed ST 343  
Ray Lee ST H Speed 029  
(Hitch 29)Rub B Post  
Fake Double Speed 343

Rose/Sally

WK 424  
WK 966  
WK Lee Ray 905 A Corner  
ST 679

Scat 151 A Fan  
 Opt 685 A Fan/Choice  
 Opt 766 A Fan  
 Opt 972 A Shake/Post  
 Opt 272 A Read  
 Opt 999 A Post

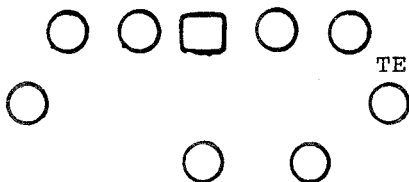
Under

Scat 625 B Cross/Up  
 Scat 632 Fk Dly B Corner  
 Scat 572 Drv B Shoot/Wide  
Delay

Opt 203(Fake)Dly A Corner  
 Scat 372(Fake)Dly B Close  
 Scat 55(Fake)Dly B Close

Rose/Sally

Wk 424  
 Wk 966  
 Lee 905 A Corner  
 ST 679

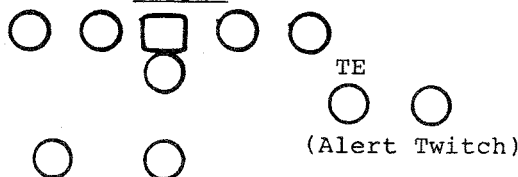
Rub- Split

Fire 565 Box/Split  
 Fire 685 Box/Split  
 Scat 625 Box/Split B up  
Pick

Opt Pick 39 B Shoot  
 Opt Pick 37 B Shoot  
 Opt Pick 62(Fake)B Close  
"O"-Fake-"O"

Rip "O"66 Wide  
 Opt Fk "O"66 A Swing  
 Rip 8"O"6 Ricky  
 Opt 8 Fk "O"6 B Swing  
 Rip "O"88/"O"87 Wide

Scat 625 B Flat  
 Rip 444 B Flat  
 Rip 457 B Hash  
 Opt 866 B Fan/Choice  
 Opt 767 A Crs-Snk  
Action  
 Dash 855(Pump)  
 Dash 872 Fk Dly  
Screen  
 A Scrn Wk 545  
 B Scrn St 545  
 B Scrn Mid 555  
 Fake A Scrn Wk A Slip 45  
 -----  
 A Spd Wk 343  
 B Spd ST 343  
 Fake Double Speed 343

TripleRub-Split

T-Fire 565 Box/Split  
 T-Fire 685 Box/Split  
 Scat 625 Box/Split B up  
Pick -Opt Pick 39 B Shoot  
 T-Opt Pick 55(Fake)  
 T-Opt Pick 62(Fake)B Close  
"O"-Fake"O"

T-Opt "O"66 Wide  
 T-Opt Fk "O"66 A Swing  
 T-Opt 8"O"6 Ricky  
 T-Opt 8 Fk "O"66 B Swing  
 T-Opt "O"88/"O"87 Wide

T-Scat 151 A Fan  
 T-Opt 685 A Fan/Choice  
 T-Opt 766 A Fan  
 T-Opt 972 A Shake/Post  
 T-Opt 999 A Post

Under

Scat 635 B Cross/Up  
 Scat 632 FK Dly B Corner  
 T-Scat 572 Drv B shoot

Delay

T-Opt 273 Dly(Fake)A Corner  
 T-Scat 372 Dly(Fake)B Close  
 T-Scat 55 Dly(Fake)B Close  
 T-Opt(Middle) 976 Box

Rose/Sally

Wk T-424  
 Wk T-966  
 ST 679

Scat 635 B Flat  
 Opt 444 B Flat  
 T-Opt 457 B Hash  
 T-Opt 439 B Fan  
 (T)Opt 866 B Fan/Choice  
 T-Opt 767 A Crs-Snk  
 T-Opt 525 B Post  
Action  
 (T)Dash 855(Pump)  
 (T)Dash 872 Fk Dly  
Screen  
 T-A Scrn Wk 545  
 T-Fake Scrn Wk A Slip 45  
 -----  
 T-A Spd Wk 343  
 T-Fake Double Speed 343  
 Ray Spd ST 29 Rub B Post

Rifle

Scat 151 A Fan  
 Opt 685 A Fan/Choice  
 Opt 766 A Fan  
 Opt 972 A Shake/Post  
 Opt 999 A Post

Under

Scat 635 B Cross/Up  
 Scat 632 Fk Dly B Corner  
 Scat 572 Drv B Shoot/Wide  
Delay

Opt 203(Fake)Dly A Corner  
 Scat 372(Fake)Dly B Close  
 Scat 55(Fake)Dly B Close  
Rose/Sally

Wk 424

Wk 966

Lee 905 A Corner

ST 679

Rub-Split

Fire 565 Box/Split

Fire 685 Box/Split

Scat 625 Box/Split B up

Pick

Opt Pick 39B Shoot

Opt Pick 37B Shoot/Wide

Opt Pick 62(Fake)B Close

Peter Double Pick A Wide

O-Fake-O

Rip "O"66 Wide

Opt Fk "O"66 A Swing

Rip 8 "O"6 Ricky

Opt 8 Fk "O"6 B Swing

Rip "O"88/"O"87 Wide

TE

Scat 635 B Flat

Rip 444 B Flat

Rip 457 B Hash

Opt 866 B Fan/Choice

Opt 767 A Crs-Snk

Action

Dash 855(Pump)

Dash 872 Fk Dly

Screen

A Scrn Wk 545

B Scrn St 545

B Scrn Mid 555

Hi Scrn St 23 Rub B Post

Fake Scrn Wk A Slip 455

A Spd Wk 343

B Spd ST 343

Ray Spd ST 29 Rub B Post

Fake Double Speed 343

Shotgun/Spread

Scat 151 A Fan  
 Opt 685 A Fan/Choice  
 Opt 766 A Fan  
 Opt 972 A Shake/Post  
 Opt 272 A Read  
 Opt 999 A Post

Under

Scat 625 B Cross/Up

Scat 632 Fk Dly B Corner

Scat 572 Drv B Wide

Delay

Opt 273(Fake)Dly A Corner

Scat 372(Fake)Dly B Close

Scat 55(Fake)Dly B Close

Rip(Middle)976 Box

Rose/Sally

Wk 424

Wk 966

St 679

Rub-Split

Fire 565 Box/Split

Fire 685 Box/Split

Scat 625 Box/Split B up

Pick

Opt Pick 39B Shoot

Opt Pick 55(Fake)

Opt Pick 62(Fake)B Close

Peter Double Pick A Wide

"O"-Fake-"O"

Rip "O"66 Wide

Opt Fk "O"66 A Swing

Rip 8 "O"6 Ricky

Opt 8 Fk "O"6 B Swing

Rip "O"88/"O"87 Wide

WR

Scat 625 B Flat

Rip 444 B Flat

Rip 457 B Hash

Opt 866 B Fan/Choice3

Opt 439 B Fan

Opt 767 A Crs-Snk

Action

Dash 855(Pump)

Dash 872 Fk Dly

Screen

A Scrn Wk 545

B Scrn ST 545

B Scrn Mid 555

Hi Scrn ST 29 Rub B Post

Fake Screen Wk A Slip 455

A Spd Wk 343

B Spd St 343

Ray Spd ST 29 Rub B Post

Fake Double Spd 343

T-Scat 635 B Flat  
T-Liz 444 B Flat  
T-Liz 457 B Hash  
T-Opt 866 B Fan/Choice  
T-Opt 767 A Crs-Snk

Action

T-Dash 855(Pump)  
T-Dash 872 Fk Dly

Screen

T-A SCrn Wk 545  
T-B Scrn ST 545  
T-Fake A Scrn Wk A Slip 455

-----  
T-A Spd WK 343  
T-B Spd ST 343  
T-Fake Double Speed 343

Rub-Split

T-Fire 565 Box/Split  
T-Fire 685 Box/Split  
T-Scat 625 Box/Split B up

Pick

T-Opt Pick 39 B Shoot  
T-Opt Pick 37 B Shoot  
T-Opt Pick 62(Fake) B Close  
"O"-Fake-"O"

T-Liz "O"66 Wide  
T-Opt "O"66 A Swing  
T-Liz 8"O"6 Lucky  
T-Opt 8 Fk "O"6 B Swing  
T-Liz "O"88/"O"87 Wide

T-Scat 151 A Fan  
T-Opt 685 A Fan/Choice  
T-Opt 766 A Fan  
T-Opt 972 A Shake/Post  
T-Opt 272 A Read  
T-Opt 999 A Post

Under

T-Scat 625 B Cross/Up  
T-Scat 632 Fk Dly B Corr  
T-Scat 572 Drv B Shoot

Delay

T-Opt 273 Dly(Fake)A Crn  
T-Scat 372Dly(Fake)B Clc  
T-Scat 372Dly(Fake)B Clc  
T-Liz(Middle)976 Box

Rose/Sally

Wk T-424  
Wk T-966  
St T-679

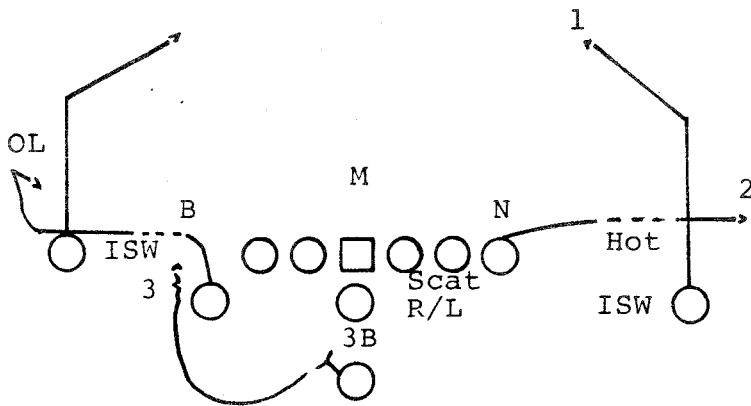
Play:

### PASS Situation

Category: Lo Hi 222

Play:

NR5



Deuce RT Lo 212

Protection: Lo Hi 3 Digit-Scat/3  
STP Agg. Alert R/L Call.

WS 2

IS 10 Drag--Hot

SS 2

A Free Release Drag--Chk QB

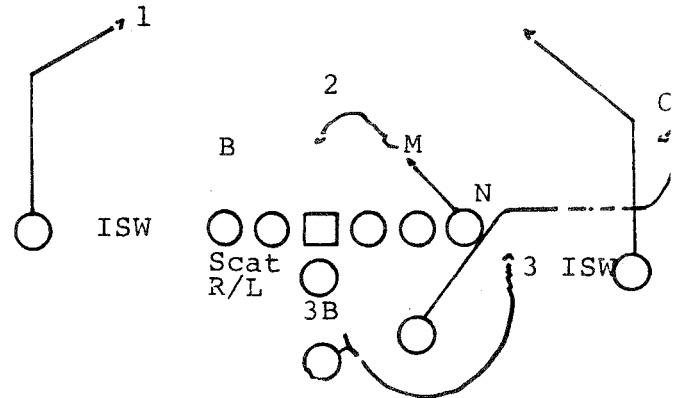
B      Check   M

Variation:

1. Flex with Twitch Call
2. Motion Variations
3. Slot

Concept:

Good ST-Side Pass vs Zone/Man.  
QB P.S.L. Short Defender on the  
strong side, be alert to Bump/Cleo  
--must allow for adjustments. Must  
have Throwing Lane to SS 2, none  
there, go to ISR 10 Drag. Must  
have a completion!



Blue RT Hi 222

Protection: Lo Hi 3 Digit-Scat/3 STP  
Agg. Alert R/L Call.

WS 2

IS 20 Pop

SS 2

A      Check   M

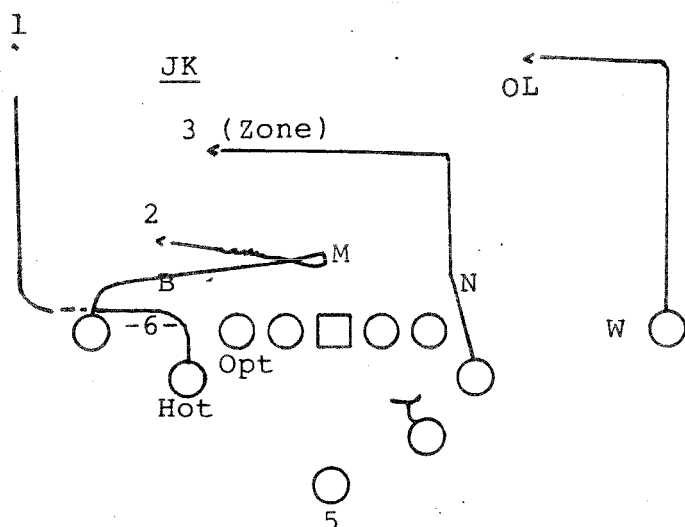
B Free Release Drag--Chk QB

Variation:

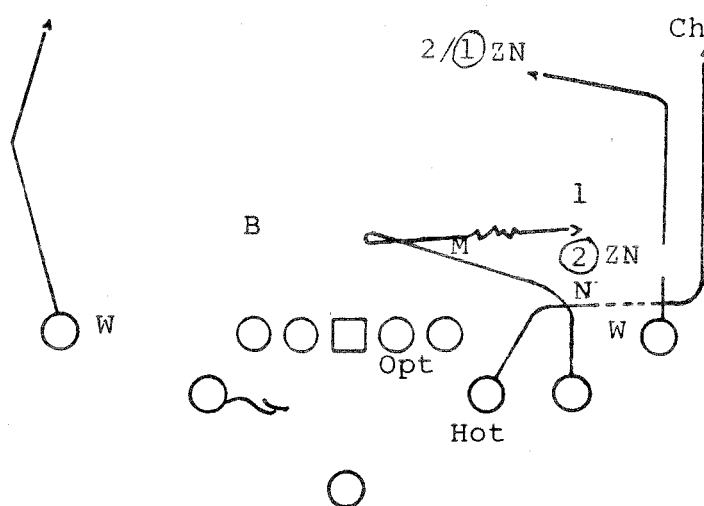
1. Formation
2. Motion

Concept:

Good WK-Side Pass vs Buck inside the DE. QB P.S.L. WS Corner/Buck/Jack, be alert to Cleo/Bump Adjustment. QB check Buck drop on set up--Throwing Lane must be there to WS 2, none there, go to ISR 20 Pop. Must have a completion.

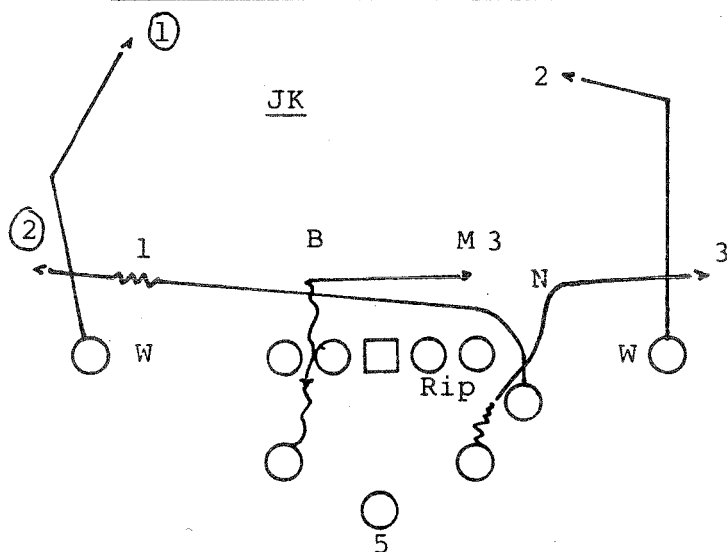
Dual RT Opt LT Fake "0"66 A SwingOpt Fake "0"66 A Swing

Protection: Option WK/7 STR DP-DRP WS Fk"0"/A Swing are isolated on WS Defenders--QB Check JK on the Snap, work A/WS to ISR 60. Must Game Plan Leo-Rex Calls, be alert to Scat Protection.

Shotgun RT Opt RT 8 Fk "0"6 B SwingOpt 8 Fk "0"6 B Swing

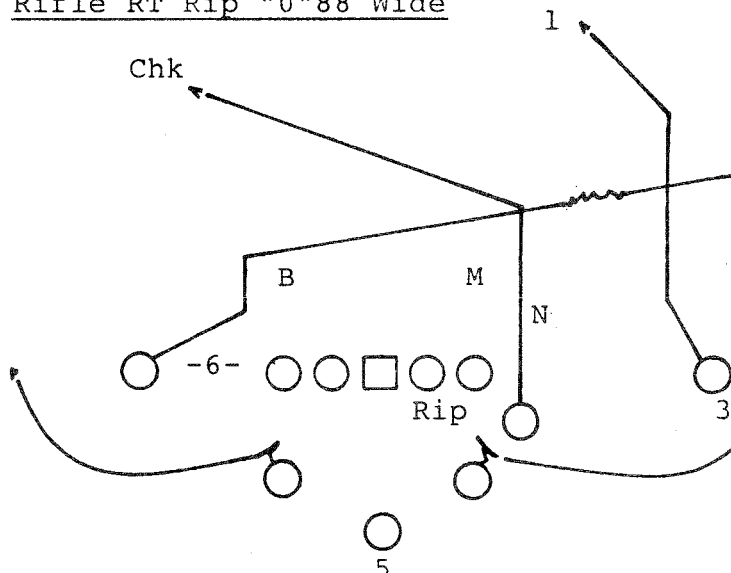
Protection: Option STG/7 STP DP-DRP ISR Fk"0"/B Swing isolated on SS Defender--Versus man check B Swing work ISR Fk"0"/SS 6. Versus Zone Check B Swing work SS 6/ISR Fk"0".

QB must P.S.L. JK/SM/NK--Key NK/SM on the Snap. Must Game Plan Rex-Leo, be alert to Scat Protection.

Rifle RT Rip 8"0"6 RickyRip Liz 8"0"6 Ricky-Lucky

Protection: Rip Liz STG/7 STP DP-DRP good combination in pattern, QB must P.S.L. JK/SM/NK--Key JK on the Snap.

QB: Basic-Work ISR "0"/SS 6 to Rky-Lky #3, if "The Picture" is there or JK Shows Cover 11 work WS Basic 8/ISR "0" to Rky-Lky #3. QB alert Rex-Leo Call.

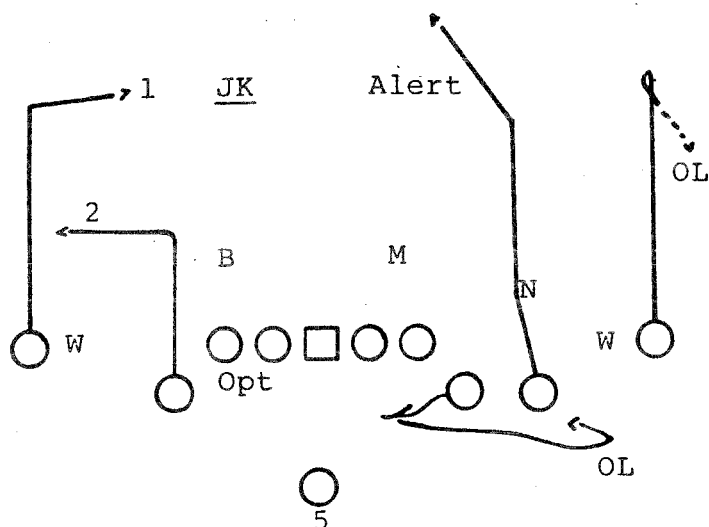
Rifle RT Rip "0"88 WideRip Liz "0"88 Wide ("0"87 is Counter)

Protection: Rip Liz STG/7 STP DP-DRP deep combination pattern, QB must P.S.L. JK/SM/NK--key JK on the Snap. ISR 80 is a Flat 80, the SS 8 is a Burst 8 Deep behind the FS. The SS Counter is a Basic 7--No Read.

QB: Check ISR 80, work SS 8/WS"0" to B Wide. Alert Rex-Leo Call.



Play: Opt 685 A Fan



Shotgun RT Opt LT 685 A Fan

Protection: Option WK/7 STP DP-DRP  
Alert: Rex-Leo Call

WS 6  
IS 80/Best Release  
SS 5  
A Free Release Fan--Alert Solid  
B Dual Flare--Alert Stay

Variation:

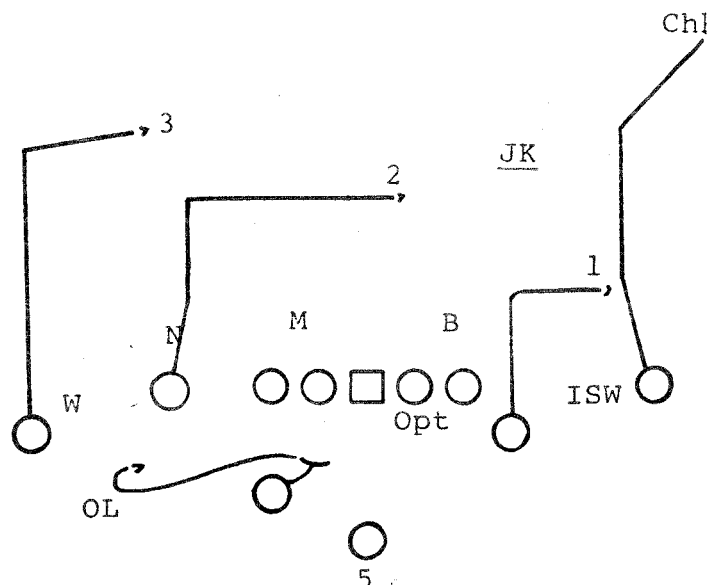
1. Protection Calls: Rip-Liz/Scat
2. A Choice
3. Formation/Motion
4. Twitch

Concept:

QB Gun, must Time drop with pattern.  
QB P.S.L. Front for Protection  
Calls--P.S.L. JK/SM/NK for Coverage  
Look. On the Snap check JK, work  
WS 6/A Fan--be alert to No FS for  
ISR 80. SS 5/B Flare are outlets.  
The Defense cannot DBL WS and A,  
but WS Hump can be a problem.

Play: Opt 766 A Fan

NR7



Flip RT T-Opt RT 766 A Fan

Protection: Option WK/7 STP DP-Drop  
Alert: Rex-Leo Call

WS 7 Read  
IS 60 Best Release  
SS 6  
A Free Release Fan--Alert Solid  
B Dual Flare--Alert Stay

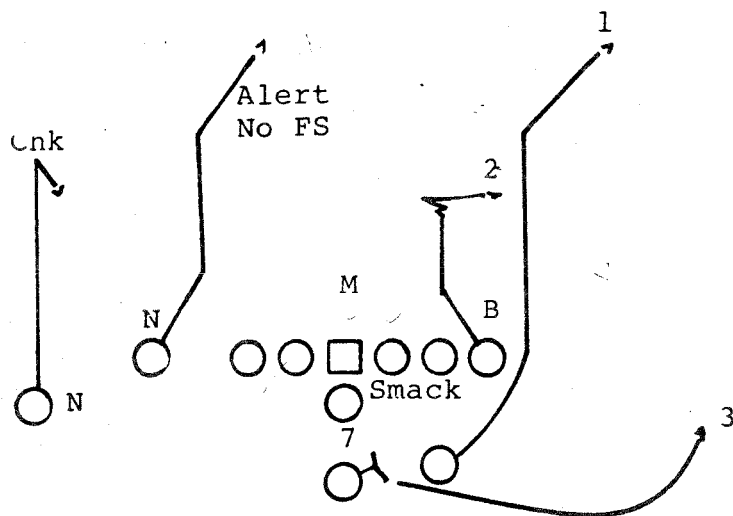
Variation:

1. Protection Calls: Rip-Liz/Scat
2. Formation/Motion
3. Twitch

Concept:

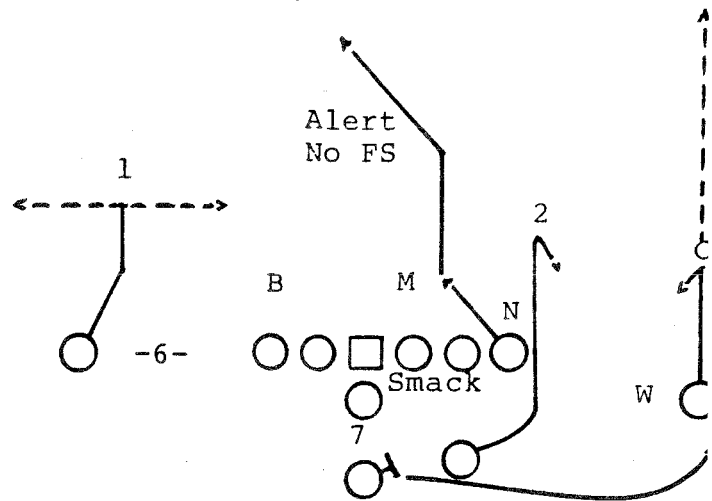
QB Gun, must Time drop with pattern.  
QB P.S.L. Front/Cover Looks. WS 7  
Read is a Counter 866. The QB must  
check JK on the Snap--work WS 7/A Fan  
not there, think ISR 60/SS 6 to B  
Flare. Anticipation is the key--  
Defense cannot DBL WS/Z or ISR/SS,  
must be alert to the WS hump.

Play: Peter Paul 384 A Corner



Play: Peter Paul 381

NR9



Blue RT Slot Peter 384 A Corner

Blue RT Peter 381

Protection: Peter Paul/7 Step Firm  
Alert Solid Call

Protection: Peter Paul/5 Step Firm  
Alert Solid Call

WS 30/Pop release--Alert Man Under

WS 3 Choice--Split 6 yards

IS 80/Best Release

IS 80/Pop Release

SS 4/uncovered rule

SS 1 Rim

A Free Release Corner

A Dual Wide

B Dual Wide

B Free Release Hook

Variation:

1. A Cross/WS 30 must deepen(10 yds)  
QB work A Cross #1/WS 30 #2/  
B Wide #3.
2. Formation
3. Motion

Variation:

1. Slot 831
2. Formation
3. Motion

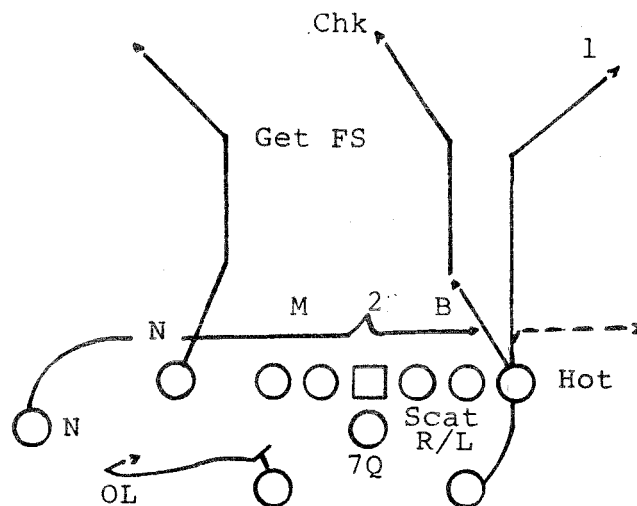
Concept:

WS combination, possible deep ball to ISR 80, SS is uncovered rule--versus Cleo/Bump/Nose SS run 7 route. QB P.S.L. Front for possible Solid Call--P.S.L. JK/SM/NK for Coverage Look. QB work A/WS Combination to B Wide as outlet. Alert no WS for ISR 80/SS 4 uncovered.

Concept:

WS receiver has choice route, must create Throwing Lane for QB. Possible Deep Ball to ISR 80, SS 1 run possible if uncovered. QB P.S.L. Front for possible Solid Call--P.S.L. JK/SM/NK for Coverage Look. QB work WS 3 choice/B Hook to A Wide as outlet. Alert no WS for ISR 80/SS 1 Rim uncovered.

1974



RR Slot Scat RT 872 A Corner

Protection: Scat Weak/7 Qk. Deep Drop

WS 7/Pop release

IS 70/Pop release

SS 2--Shallow

A Free Release Corner--Scat Hot

B Check Flare

Variation:

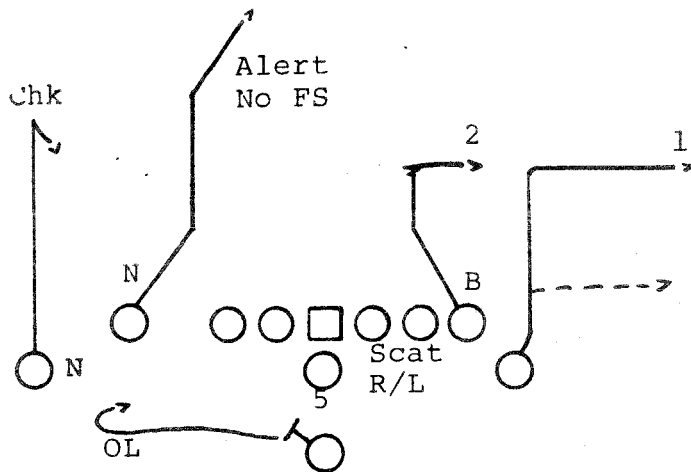
## 1. Formation

## 2. Motion

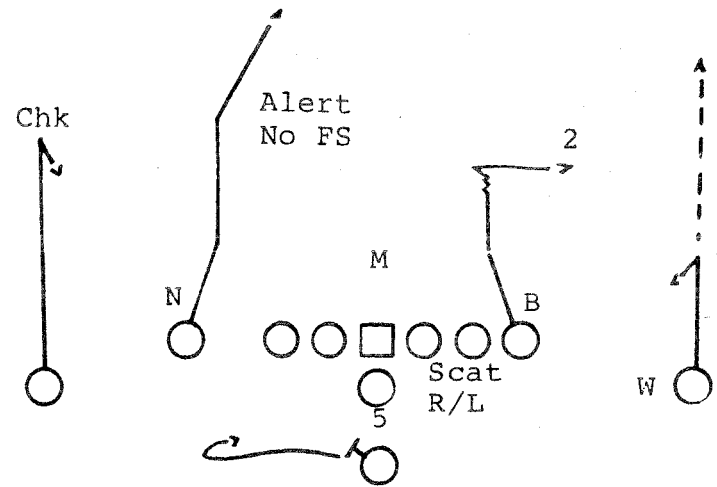
Concept :

Good WS Combination Pattern, possible deep ball with SS 2 shallow with adjustments underneath. QB alert Scat-- A Hot, check WS 7--no there, work A Corner/SS 2 shallow to B Flare as outlet. QB must P.S.L. Front for possible R/L Protection Call--P.S.L. JK/SM/NK for Coverage Look.

Play: Scat 384 A S.L.



Play: Scat 384 A Rim



Flank RT Scat RT 384 A S.L.

Flex RT Scat RT 384 A Rim

Protection: Scat Wk/5 STP Firm

Protection: Scat WK/5 STP Firm

WS 30/Pop Release--Alert man under

WS 30/Pop release--Alert man under.

IS 80/Best Release

IS 80/Best Release

SS 4/uncovered rule

SS 4/uncovered

A Free Release Sideline--Hot

A Free Release Rim

B Check Flare

B Check Flare

Variation:

Variation:

1. A Cross/WS 30 must deepen(10 yds)  
QB work A Cross #1/WS 30 #2.
2. Motion

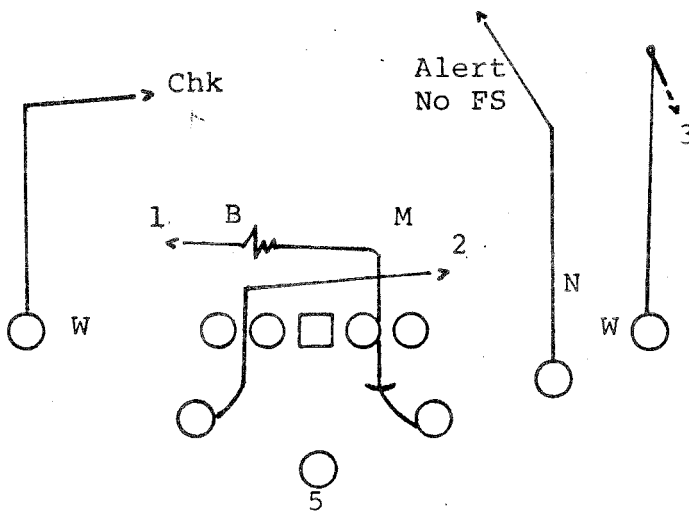
1. Formation
2. Motion

Concept:

Concept:

Good WS combination pattern, possible deep ball to ISR 80. SS 4 is uncovered rule--versus Cleo/Bump/Nose SS run 7 route. QB P.S.L. Front for possible R/L Protection Call--P.S.L. JK/SM/NK for Coverage Look. QB work a S.L./WS 30 combination to B Flare, alert No FS--ISR 80/SS 4 uncovered.

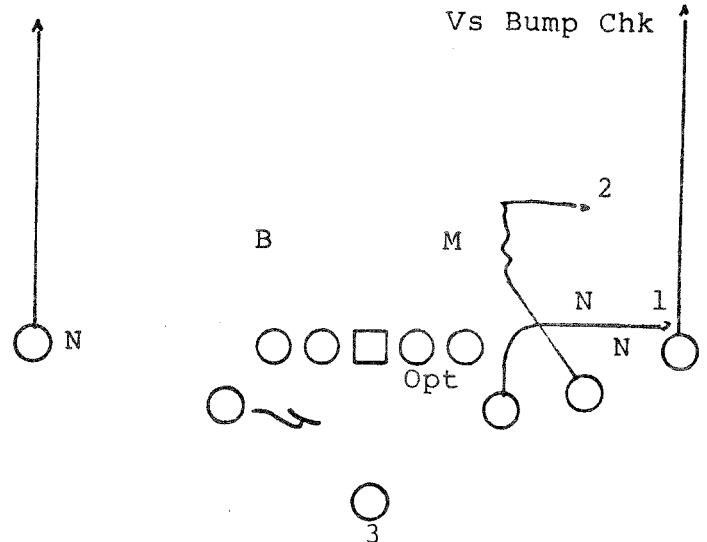
WS Combination, possible deep ball to ISR 80, SS is uncovered rule--versus Cleo/Bump/Nose SS run 7 route. QB P.S.L. Front for possible R/L Protection Call--P.S.L. JK/SM/NK for Coverage Look. QB check a Rim for uncovered, work WS 30 to B Flare, alert No FS--ISR 80/SS 4 uncovered.

Shotgun RT Fire 685 BoxFire 685 Box (Split Call is Counter)

Protection: Fire/7 Q Firm  
A/B Box must be alert for Zone/  
Man Coverage.

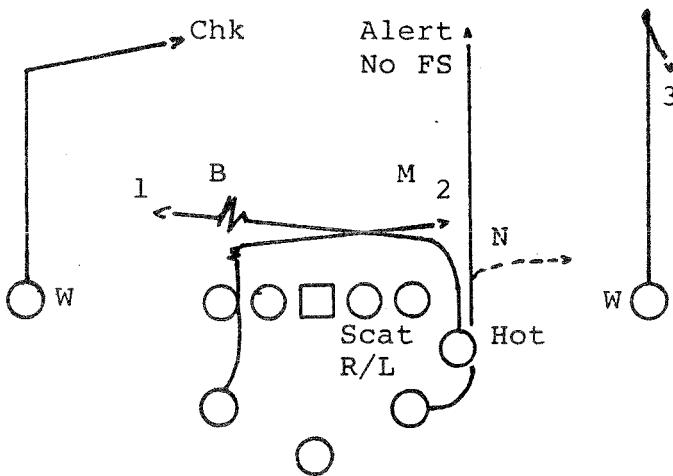
QB: Check WS 6, work Box/SS-5.  
Must key JK on Snap for ISR 80.

A: Possible bounce vs. Dog.

Shotgun RT Opt RT Pick 39 B ShootOpt Pick 39

Protection: Option STG/5 Q Firm  
Blitz does not affect the side of  
the Pick Call.

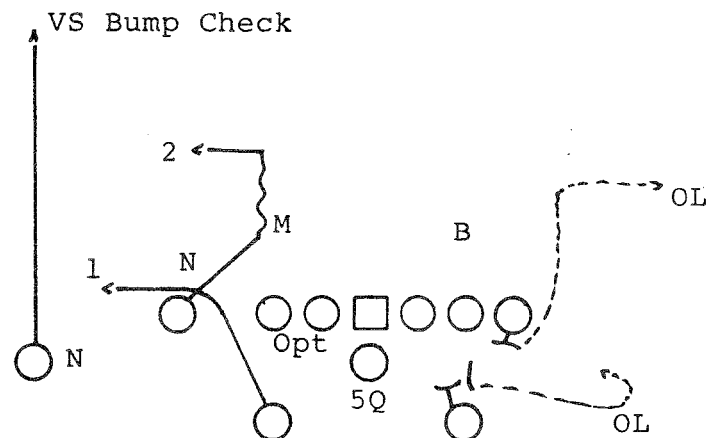
QB: No Rex-Leo on this pass--only  
check SS 9 if vs. Bump, work B Shoot/  
ISR 30.

Rifle RT Scat RT 625 Box B UpScat 625 Box (Split Call is Counter)

Protection: Scat STG/7 Q Firm ISR  
20 assumes the Box(Split) Call when  
used with B up. Box be alert to  
Zone/Man Cover.

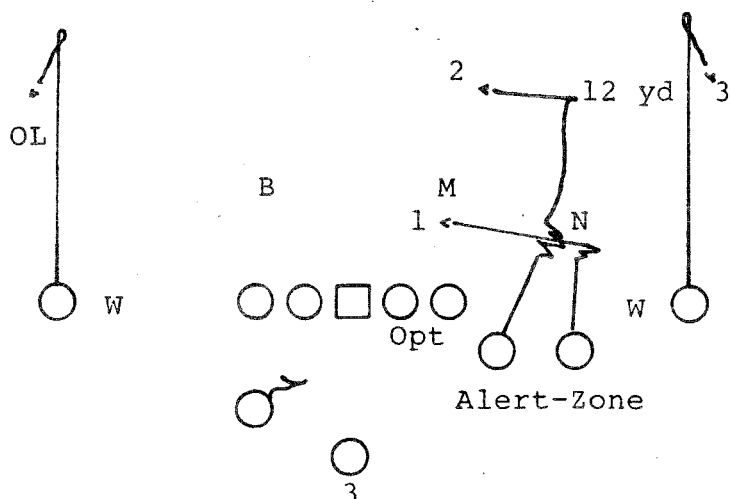
QB: Check WS 6, work Box/SS 5.  
Must key JK on Snap for B up.

A: Possible bounce vs. Dog.

RR Slot Opt LT Pick 039 B ShotOpt Pick 039 B Shoot

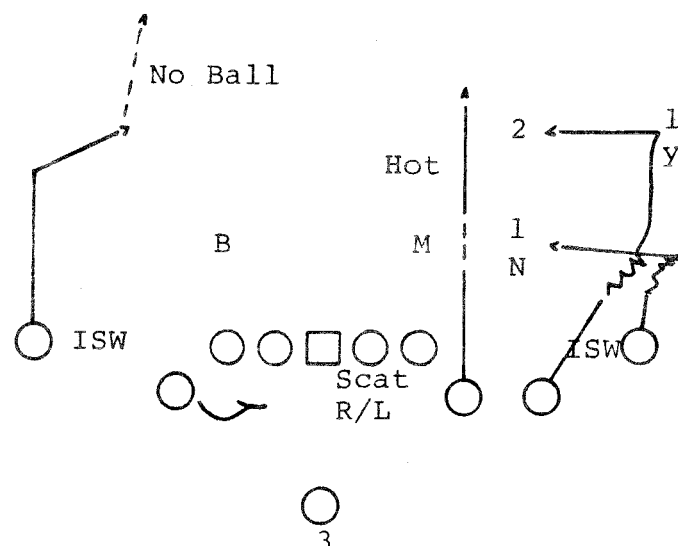
Protection: Option-0/5Q Firm  
Best Protection we have--QB same  
C.P.s as above, TE/FB outlets.

## PASS SITUATION

Triple RT T-Opt RT Pick 55Opt Pick 55 (Fake Call is Counter)

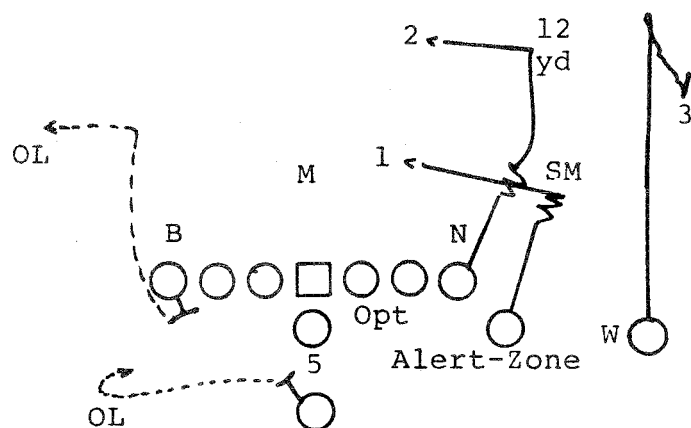
Protection: Option STG/5 STP Firm  
B is Pick Man--must make the defender "Go Around", run a pick course then 60 route.

QB: No Rex-Leo/Blitz Adjust to the Pick Call. Can use Scat Protection.

Shotgun RT Scat RT Pick 62 B CloseScat Pick 62 (Fake Call is Counter)

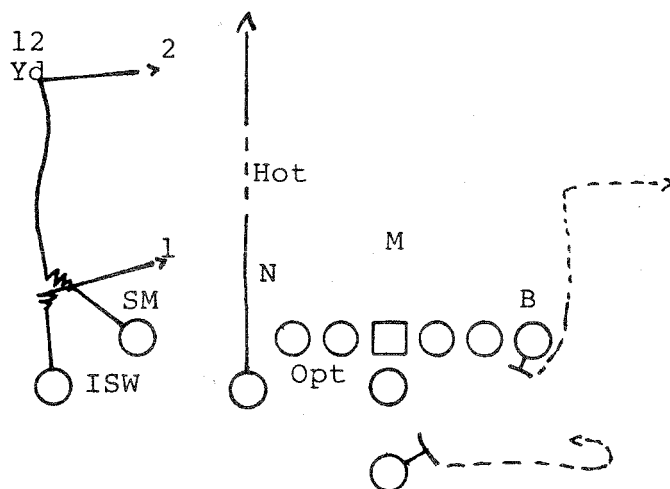
Protection: Scat STG/5 STP Firm  
ISR is Pick Man--must make the defender "Go Around", run a Pick course then 60 route.

QB: No Rex-Leo Call/Blitz Adjust to the Pick Call.

Solo LT Opt RT Pick 055Opt Pick 055 (Fake Call is Counter)

Protection: Option-0/5 STP Firm  
Better Protection! Use with designated picker: Pick must adjust to Loose and Tight Coverage (Zone/Man)

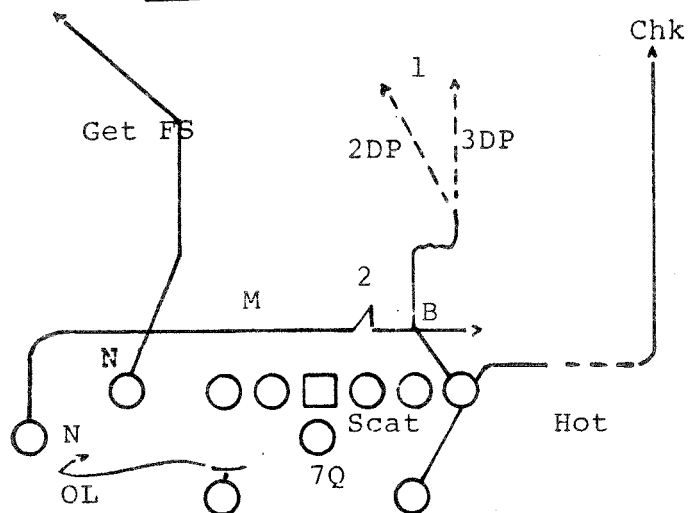
QB: Alert Solid Call

Solo RT Opt LT Pick 062 B CloseOpt Pick 062 (Fake Call is Counter)

Protection: Option-0/5 STP Firm  
Better Protection! Use with all personnel. Pick must adjust to Loose and Tight Coverage (Zone/Man).

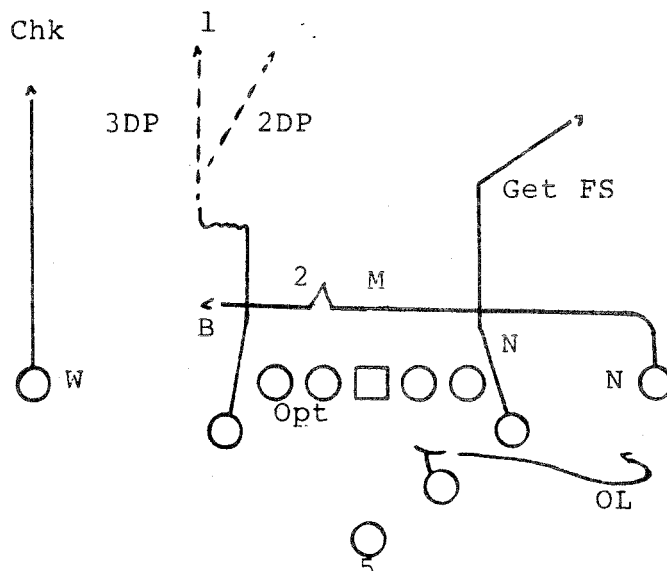
QB: Alert Solid Call.

Play: Scat Pump 372 A Swing



Change RT Slot Scat RT Pump 372  
A Swing

Play: Opt 972 A Shake



Dual RT Opt LT 972 A Shake

Protection: Scat WK/7 STP Firm

WS Pump 30/Alert Man Under

IS 70/Pop Release--Get FS

SS 2 Shallow--Number Split

A Free Release Swing--Alert Hot

B Check Flare--Alert Stay

Variation:

1. A Go from Flex/Flip
2. Formation
3. Motion

Concept:

WS 30 with A Pump to Counter Tight Underneath Coverage--The WS receiver and QB must key for 2/3 Deep Coverage. A Swing must check QB--Hot, Get Deep Fast. QB check A Swing, work WS Pump 30 to SS 2 Shallow--B Flare is outlet. WS Receiver alert "Pinch" - Turn In-Take Off.

Protection: Option WK/7 QK Firm

Alert: Leo-Rex Call

WS 9/Wide Split--Get Deep Fast

IS 70/Pop Release--Get FS

SS 2 Shallow--Number Split

A Free Release Shake--Alert Solid Call.

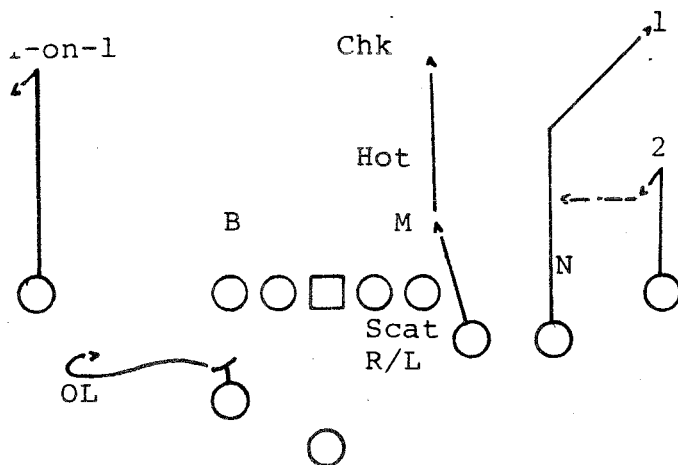
B Dual Flare.

Variation:

1. Protection Call: Scat
2. Post Call
3. Formation/Motion

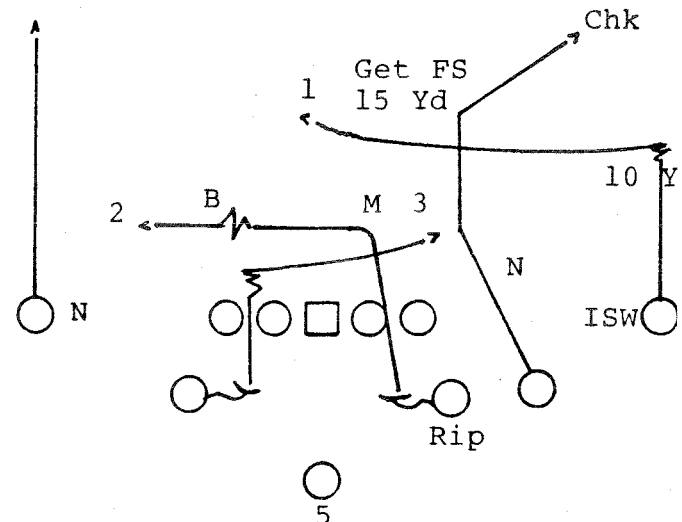
Concept:

A Shake is like 30 Pump, to Counter Tight underneath Coverage--A and QB must key for 2/3 deep coverage. Versus Scat Protection A is Hot! QB P.S.L. JK/SM/N--Key JK on. The Snap, check WS 9--work A Shake/SS 2 Shallow to B Flare outlet. A Shake be alert to turn in T.O. versus "Pinch".

Triple RT T-Scat RT 372 Delay B Close Shotgun RT Rip (Middle) 976 BoxScat 372 Delay (Fake) B Close

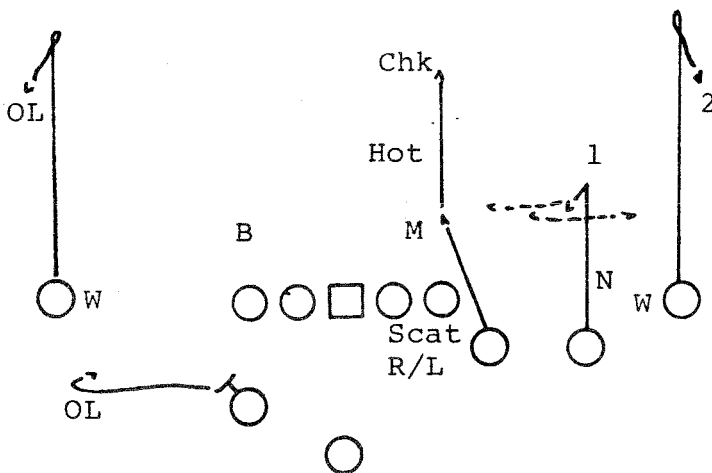
Protection: Scat STG--B Hot/7 Q Firm  
 SS 2 Delay/Fake Delay Call is N  
 Split, must let Delay or Fake  
 develop so QB can work 70/2 Dly

QB: Chk B Close--work 70/2 Dly.

Rip Liz (Middle) 976 Box

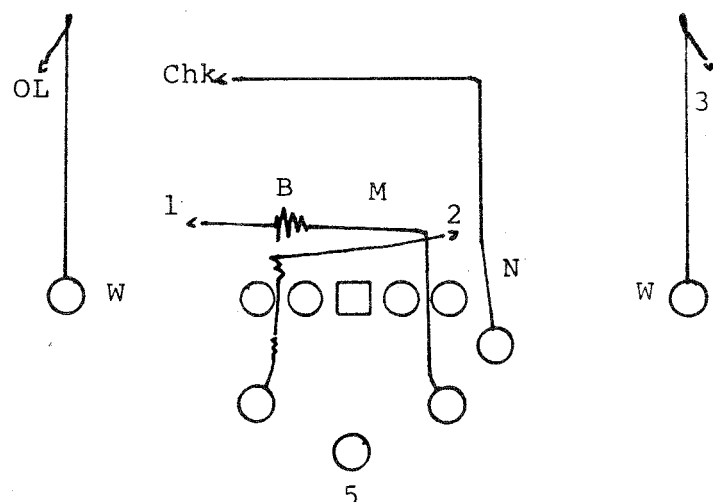
Protection: Rip Liz STG/7 STP DP-DRP  
 SS 6 Middle -- Drive to 10 yd. area,  
 Deep delay into middle - must let play  
 develop.

QB: Check 70, work 6 Middle/Box WS 9  
 must get deep fast.

Triple RT T-Scat RT 55 Delay B CloseScat 55 Delay(Fake) B Close

Protection: Scat STG--B Hot/7 Qk  
 50 Delay with adjustments/Fake Delay  
 Call--No Adjust. Must read the SM/  
 Near M LBKR!

QB: Check B Close--work 50 Dly/SS 5.

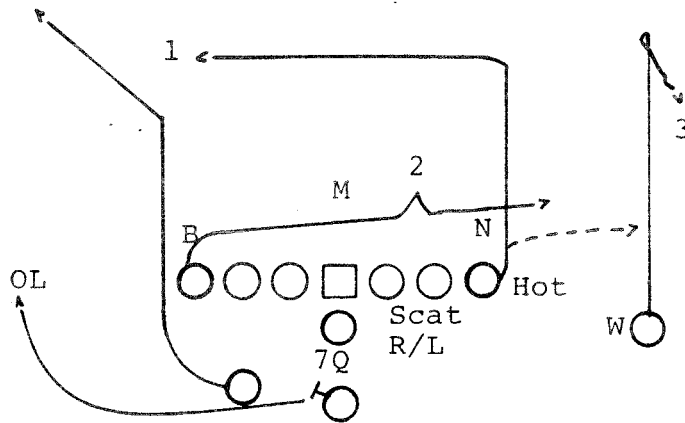
Rifle RT Fire 565 BoxFire 565 Box (Split Call is Counter)

Protection: Fire/7Q Firm  
 B Cross-Rub Defender on A--A/B must  
 be alert to Zone/Man Coverage.

QB: Check ISR 60, work Box/SS 5. A/B  
 alert Split Call.

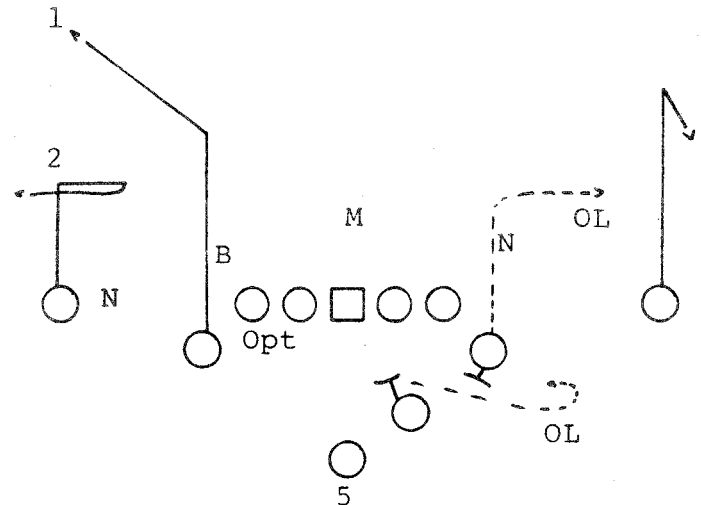
A: Possible Bounce vs. Dog.



BR TGT Lo 265 Drv A CornerLo Hi 265 Drv A Corner/7 Q Firm

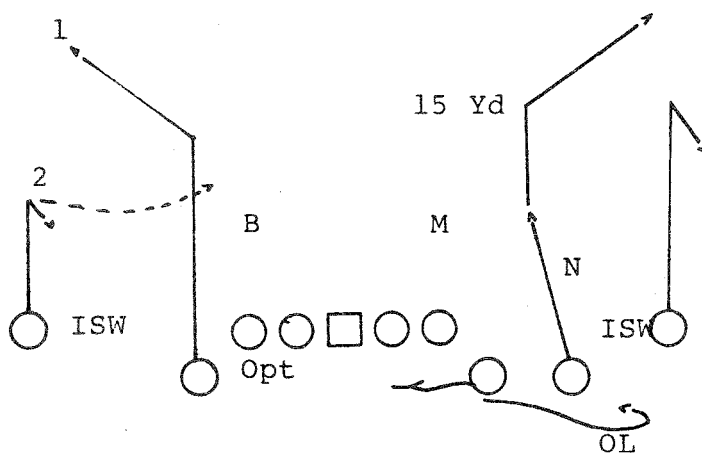
Protection: Lo Hi 3 Digit - Y Hot  
ISR 60, outside release--WS 2  
Drive, must read Zone/Man.

QB: Work 60/2 Drv to SS 5, alert  
B wide as outlet.

Dual RT Opt 203 Fk Delay A CornerOption 203 Fk Delay A Corner

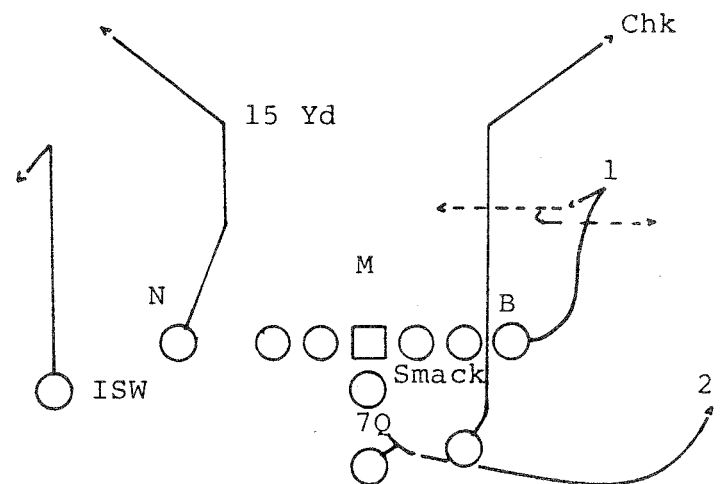
Protection: Option-0 WK/7 Qk Firm  
Counter to WS 2 Delay with more  
protection--Option-0.

QB: Alert to Solid Call--work Corner/  
Fk Dly, Y late 50/B Flare-outlets.

Shotgun RT Opt LT 273 Dly A CornerOpt 273 Dly (Fake) A Corner

Protection: Option Wk/7 Qk Firm  
WS 2 Delay/Fake Delay Call is N  
Split. Must let Delay or Fake  
develop so QB can chk the A Corner:

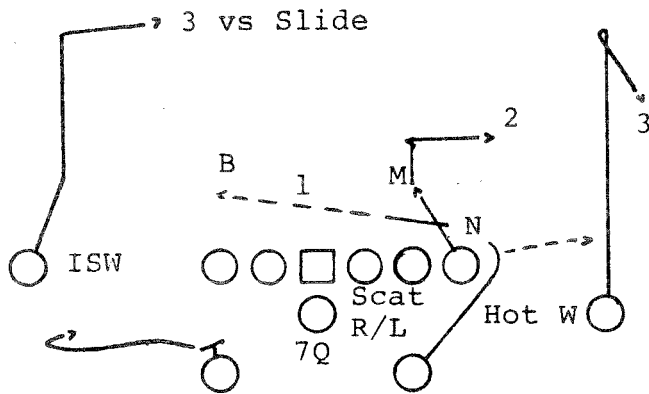
QB: Work Corner/Dly--must be alert  
to Solid/Rex-Leo Call.

BR Slot Peter 273 Delay A CornerPeter Paul 273 Dly (Fake) A Corner

Protection: Peter Paul/7 Qk Firm WS  
2 Delay--run like 50 Delay with  
Adjustments (China). Fake Delay will  
be called--No Adjustments.

QB: Work Corner/Dly--must be alert to  
Solid Call.

RR Scat RT 635 Cross

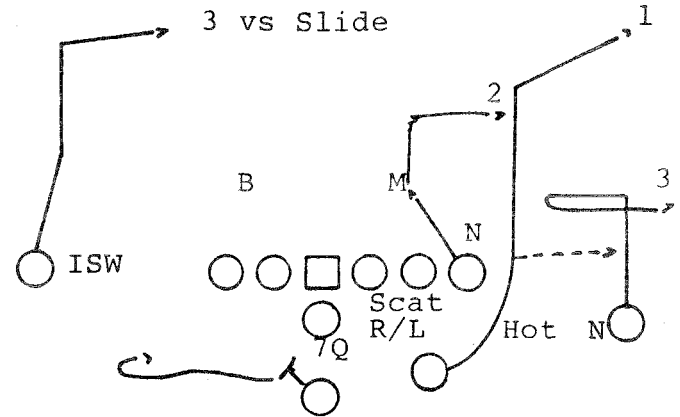


Scat 635 B Cross/7 Q Step Firm

Protection: Scat STG--B Hot  
ISR 30 must deepen (7-10 yds), for  
cross underneath--Cross be alert for  
ball over center.

QB: Work Cross/30 to SS 5/WS 6 vs  
Slide.

BR Scat RT 632 Fk Dly B Corner

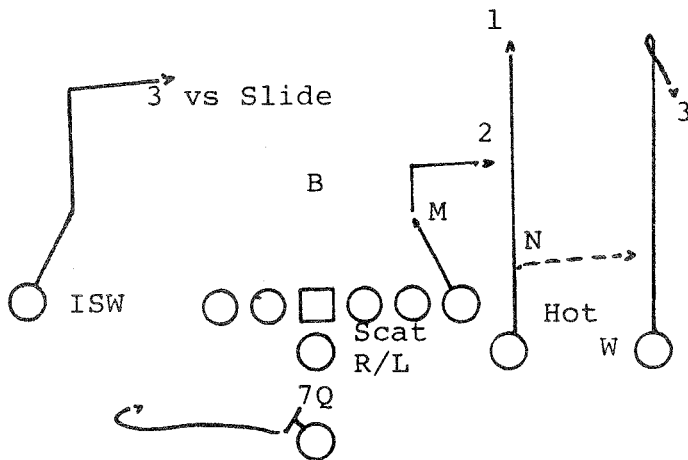


Scat 632 Fk Dly B Corner

Protection: Scat STG--B Hot  
ISR Basic 30--B Corner alert to push  
a full 12+ yards, then break to  
Corner.

QB: Work Corner/30 to SS 2 Fake Delay/  
WS 6 vs Slide.

Trey RT Scat RT 635 B Up

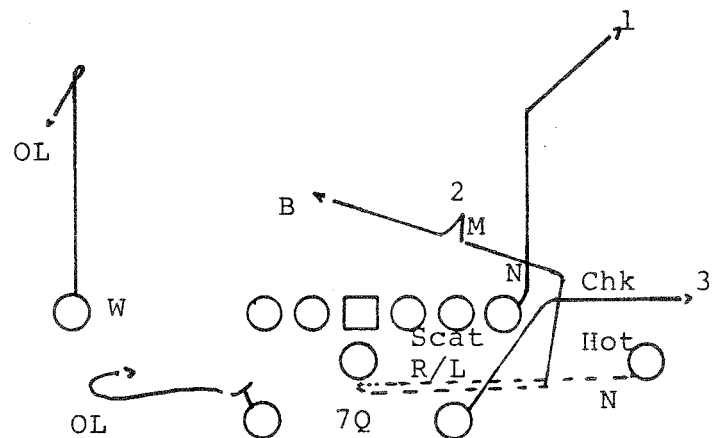


Scat 635 B Up/7 Q Step Firm

Protection: Scat STG--B Hot ISR  
Basic 30--B up alert to Zone/Man  
Coverage(Nod).

QB: Work Up/30 to SS 5/WS 6 vs  
Slide.

RR Z Return Scat RT 572 Drv B Shoot



Scat 572 Drv B Shoot (Wide)/7 Q Step Firm

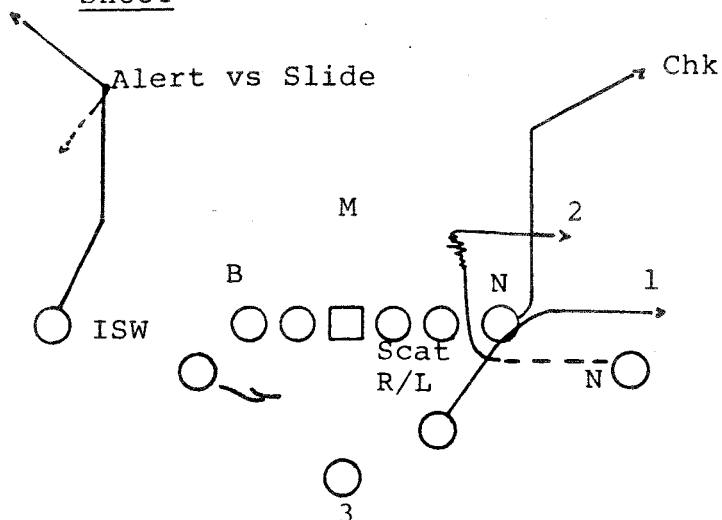
Protection: Scat STG--B Hot  
ISR 70, outside release--SS 2 Drive,  
must read Zone/Man.

QB: Check B Shoot--Work 70/2 Drive to  
B Shoot late.

PASS

SITUATION

DUAL RT Z THRU SCAT RT PICK 37 B SHOOT

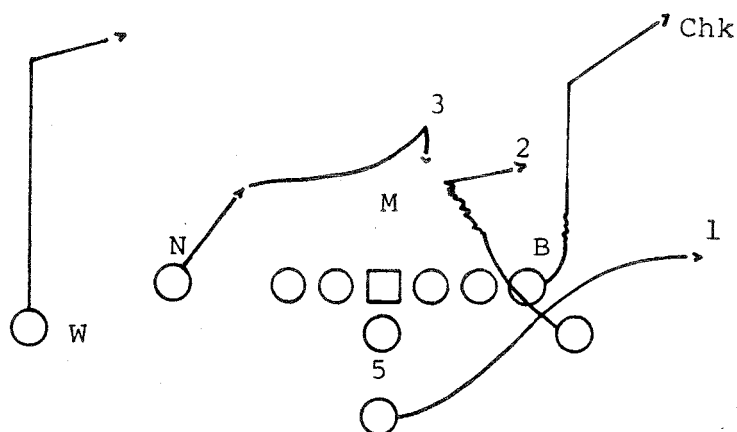


Scat Pick 37 B Shoot(B Wide)

Thru Motion makes Z the ISR--Pick 30. Y becomes SS R--Pick 7.

QB: Check 7, work B Shoot/ISR 30.

Flank RT Peter DBL Pick 726 B Shoot

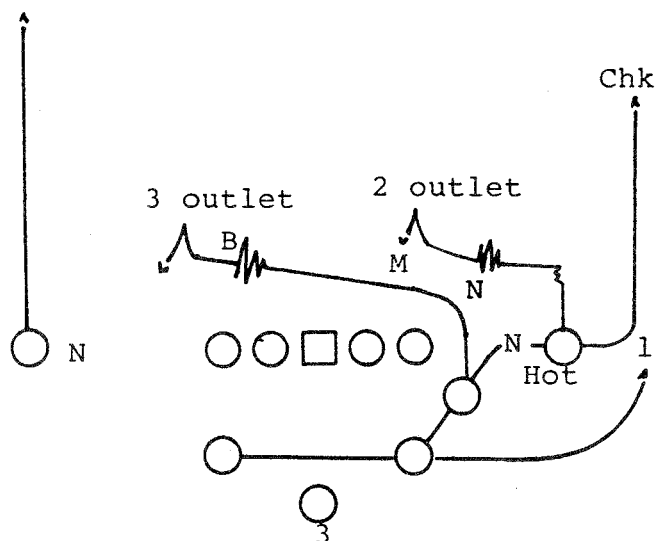


Peter Paul DBL Pick 726 B Shoot (B Wide)

Protection: Peter Paul/5 STP Firm DBL Pick Tells: B Free Release Shoot--WSR Pick 7/A Pick Fan.

QB: Check 7, work B Shoot/A Fan. No Blitz Adjust to Pick Side.

Rifle RT Peter DBL Pick 922 B Swing

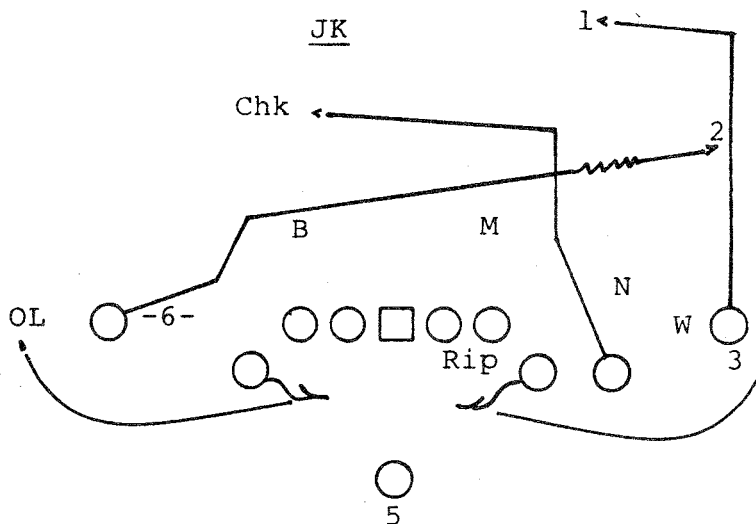


Peter Paul DBL Pick 922 B Swing

Protection: Peter Paul/5 STP Firm DBL Pick Tells: A Free Release Wide--ISR Pick 20/SSR Pick 2.

QB/B alert Hot, No Blitz Adjust to Pick Side.

Shotgun RT Rip "0"66 Wide

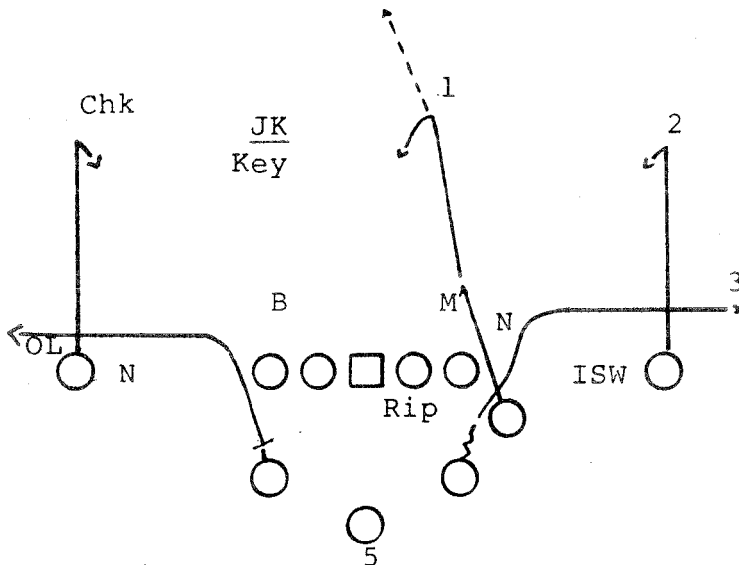


Rip Liz "0"66 Wide

Protection: Rip Liz STG/7 STP DP-DRP Combination Pattern (Man/Zone) must wait on WS"0"/ISR 60 versus II Coverage

QB: P.S.L. JK/SM/NK, Key JK on the Snap Chk ISR 60, work SS6/WS"0" /B Wide. Alert Rex-Leo Call.

Play: Rip Liz 444



Rifle RT Rip 444 B Flat

Protection: Rip Liz STG/7 STP DP-DRP  
Alert: R/L--Rex-Leo Call.

WS 4/uncovered rule  
IS 40/Pop Release--Read & Break  
SS 4/uncovered rule  
A Check Flare--Alert Stay  
B Rip Liz Flat

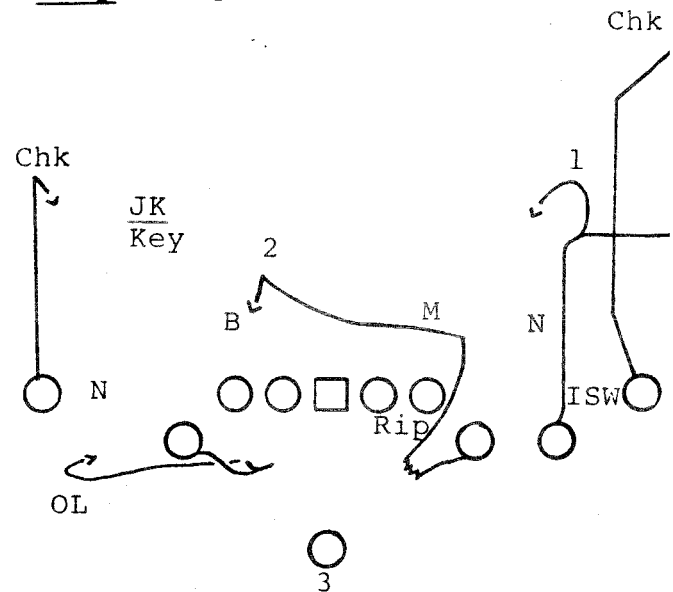
Variation:

1. Protection Calls: Scat/Option
2. Formation/Motion
3. Twitch Call

Concept:

QB Gun, must Time drop with pattern--WS/SS 4 routes are deeper (12-17 yards), develop later. Both WS/SS 4 uncovered, versus Cleo/Bump/Nose run 7 route. ISR 40 is Read-Break, versus No FS/Slide break deep. QB work ISR 40/SS 4 combination to B Flat outlet. QB must P.S.L. Front for Protection Calls--P.S.L. JK/SM/NK for Coverage Look. Check JK on Snap.

Play: Rip Liz 457 B Hash



Shotgun RT Rip 457 B Hash

Protection: Rip Liz STG/7 STP DP-DRP  
Alert: R/L--Rex-Leo Call

WS 4/uncovered rule  
IS 50/Outside Release--Read Coverage  
SS 7/Basic. No Read--Go To Corner  
A Check Flare -- Alert Stay  
B Rip Liz Hash.

Variation:

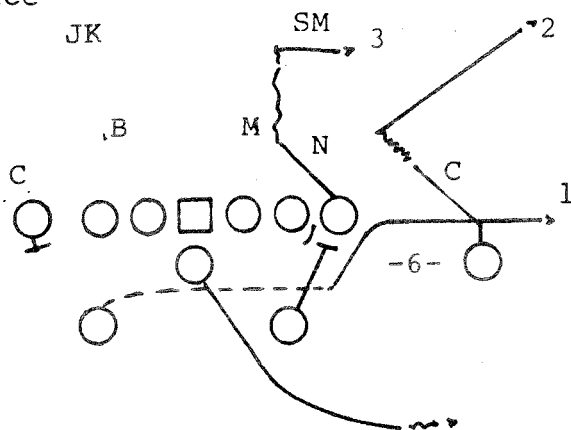
1. Protection Calls: Scat/Option
2. Formation/Motion
3. Twitch Call

Concept:

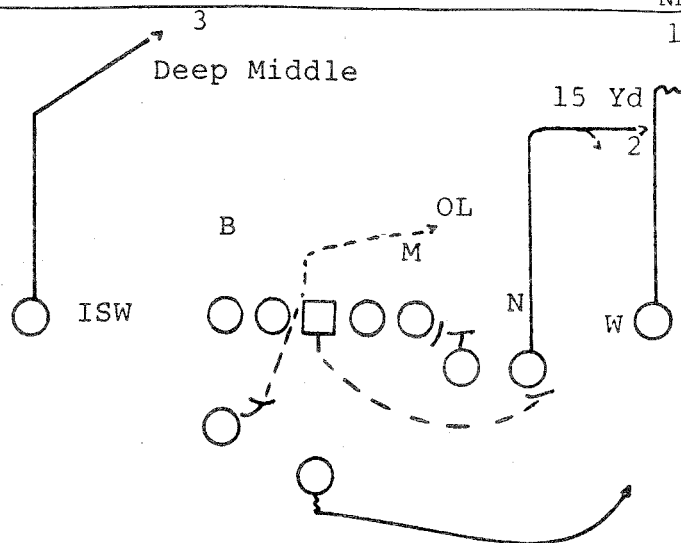
QB Gun, must Time drop with pattern--SS 7 is mechanical--No Adjust. The ISR 50 is adjustable. The receiver/QB must read NK/SM/Corner on the Snap. B Hash is good vs 2 LBKRS Zone Coverage. QB check SS Receiver (covered/uncovered) work ISR 50/B Hash. Alert WS 4 uncovered/covered-A outlet. QB must P.S.L. Front for Protection Calls--P.S.L. JK/SM/NK for Coverage Look. If WS uncovered check JK on the Snap. When working SS check NK/SM on the Snap.



Pick receivers must run courses and Pick defenders across their face

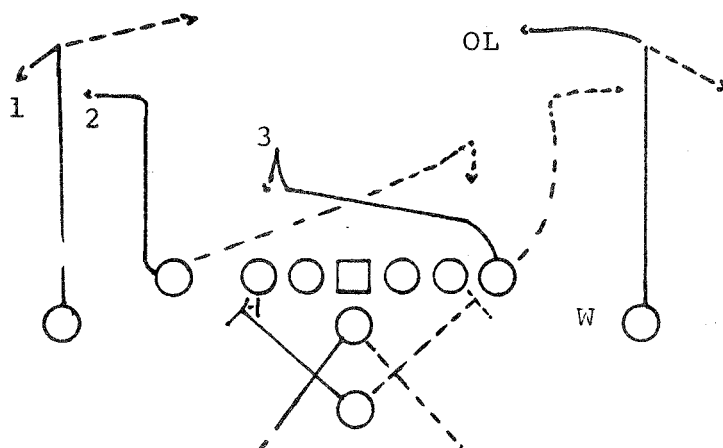


R R TGT H RT Sprint RT Pick 037 A Shoot



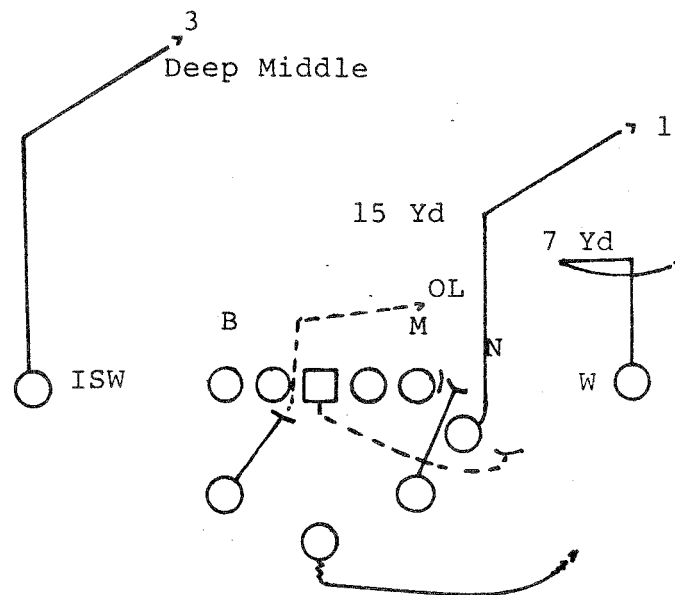
Triple RT T-Dash RT 855 Pump

Dotted Line "Roc" Call

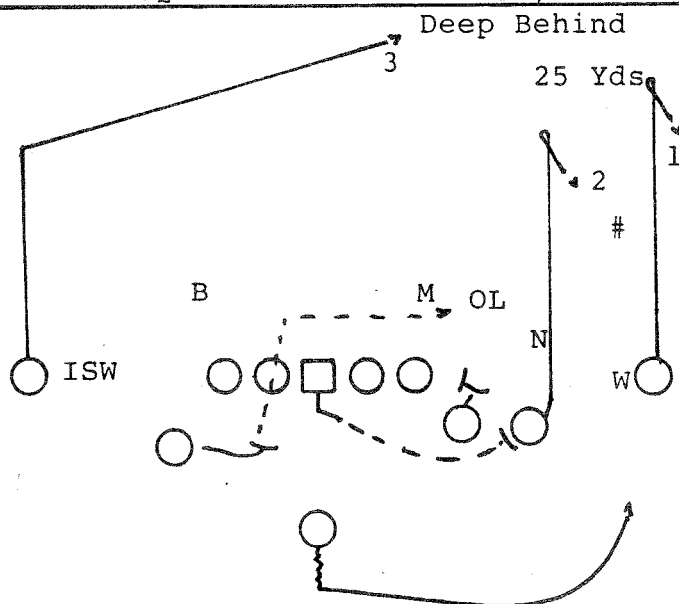


Auto T

Flex RT Sprint LT Full 653 A Hash CWM  
(QB Stick or Call Roc)



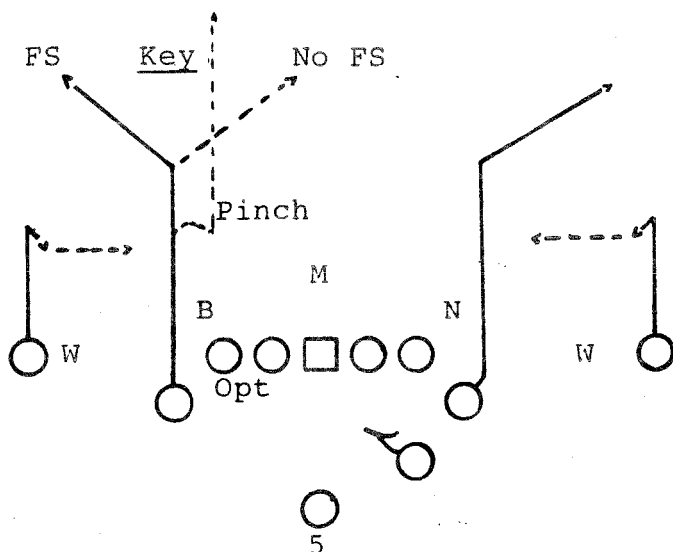
Rifle RT Dash RT 872 Fake Delay



Shotgun RT Dash RT 855

Refer to Action Pass Section:  
U Flank Opp Dash (over) 609 B Flat  
Rino Solo Dash "O"79

Play: Opt 272 A Read



Dual RT Opt LT 272 A Read

Protection: Option Wk/7 STP DP-DRP  
Alert: Leo-Rex Call

WS 2 Delay--QB Look To You

IS 70/Best Release

SS 2 Delay--QB Look To You

A Free Release Read--Alert  
Solid Call.

B Dual Stay.

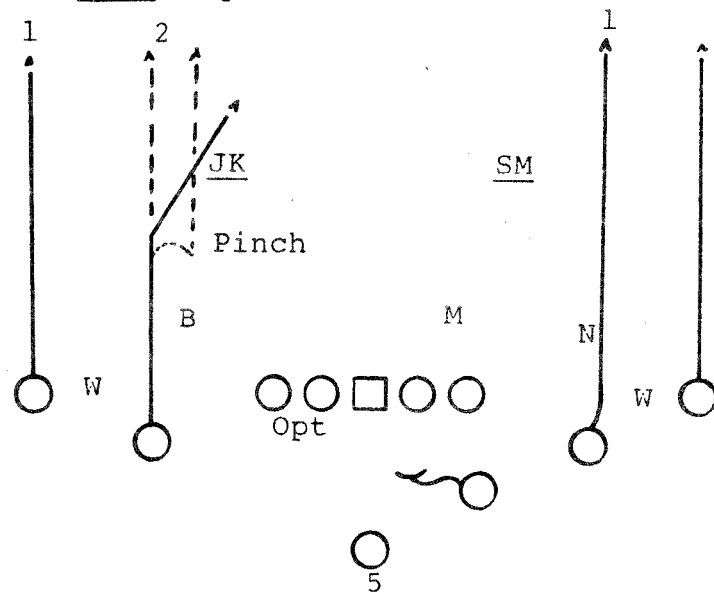
Variation:

1. Protection Call: Scat
2. Formation
3. Motion

Concept:

A Read tells the receiver to run a Corner, unless there is No FS and Corner is taken away--Go to the Post, versus "Pinch" turn in take off. Outlets are WS/SS 2 Delay--WR pause and check the QB. QB alert to defense playing A as SS--possibly work ISR/SS combination.

Play: Opt 999 A Post



Rocket RT Opt LT 989 A Post

Protection: Option WK/7 Step Deep Drop  
Alert: Solid Call

WS 9/Wide Split--Get Deep Fast

IS 90/Best Release

SS 9/Wide Split--Get Deep Fast

A Free Release Post--Alert Solid Call

B Dual Stay

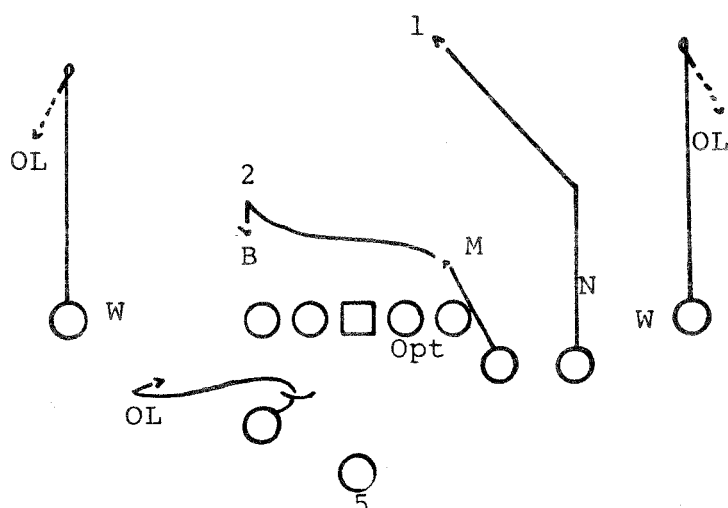
Variation:

1. Protection Call: Scat
2. Formation
3. Motion

Concept:

Four receivers deep fast, with A post-A Read the Coverage for 2/3 deep. Two deep, go to Post--Three deep stay in the seam, be alert to turn in take off versus "Pinch". QB P.S.L. the Coverage Look, on the Snap key JK/SM for 2/3 deep - combination coverage. QB must think WS 9/A Post or SS 9/A Post based up on JK/SM--Be alert to Defense playing WS/A as Strong--possibly work SS/ISR combination.

Play: Opt 525 B Post



Triple RT Opt RT 525 B Post

Protection: Option STG/7 STP DP-DRP  
Alert: Leo-Rex Call

WS 5  
IS 20/Pop Release  
SS 5  
A Dual Flare  
B Free Release Post--Alert Solid Call

Variation:

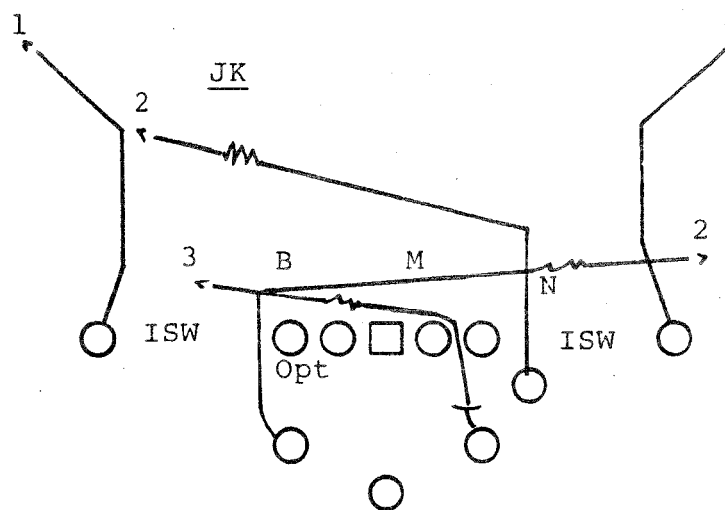
1. Protection Calls: Scat
2. B Post with a Read
3. Motion

Concept:

QB Gun, Time drop with Pattern--P.S.L. Front/Cover Looks. B Post is Basic ISR 80 with the same adjustments. QB check JK on the Snap, work B Post/ISR 20 to outlet receivers. The QB must anticipate the coverages, good pattern versus WS/SS combination coverages--be alert to WS/SS 5 routes vs cover 11.

Play: Opt 767 A Cross Sneak

NR21



Rifle RT Opt LT 767 A Cross Sneak

Protection: Option WK/7 STP DP-DRP  
Alert: Leo-Rex Call

WS 7/Mechanical--No Read  
IS 60/Best Release--Over  
SS 7/Mechanical--No Read  
A Free Release Cross-Alert Solid Call  
B Dual Sneak

Variation:

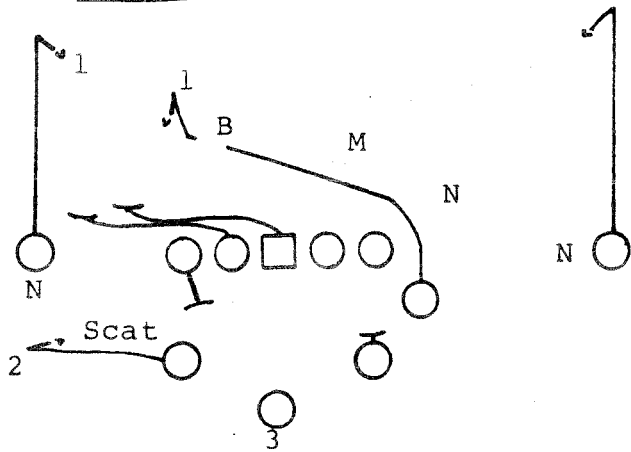
1. Protection Calls: Rip-Liz /Scat
2. Box Call.
3. Formation/Motion

Concept:

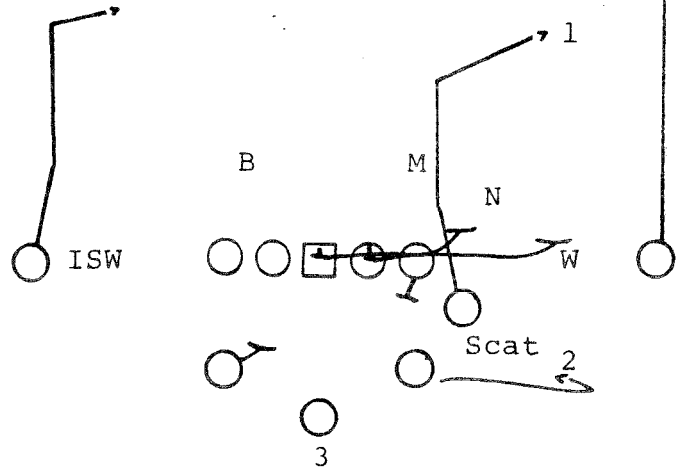
QB Gun, Time drop with pattern--P.S.L. Front/Cover Looks. WS/SS 7 routes are mechanical-No Read, ISR 60 is over route--Lull or Run on Far Side. QB check JK on the Snap work by Down/Distance--3/5-Think SS 7/A Cross--3/6 + Think WS 7/IS 60. Coverage anticipation is important - must pick a side, stick and work it.



Best vs. Zone

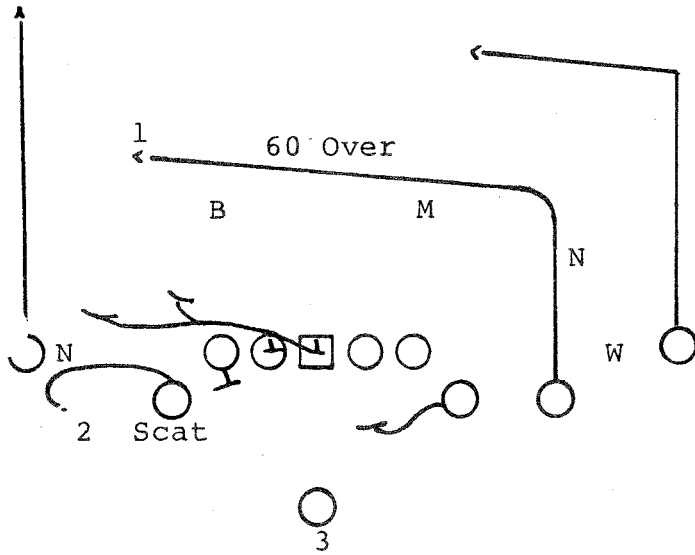


Rifle RT Sally 424



Rifle RT Rose 679

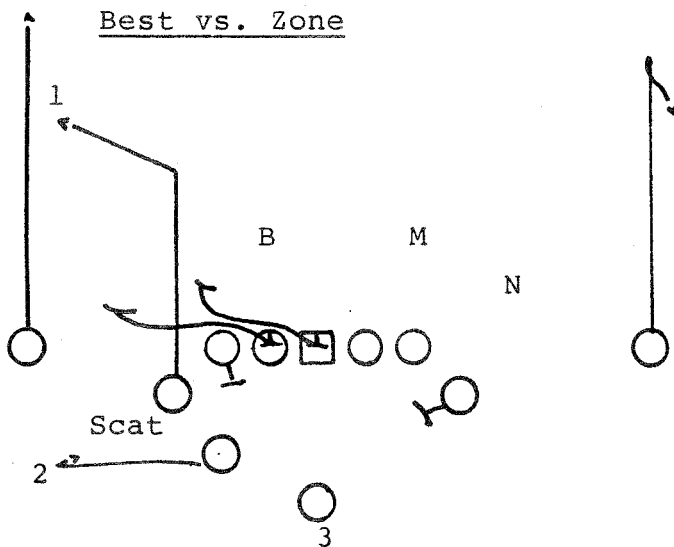
Best vs. Zone



Shotgun RT Sally 966

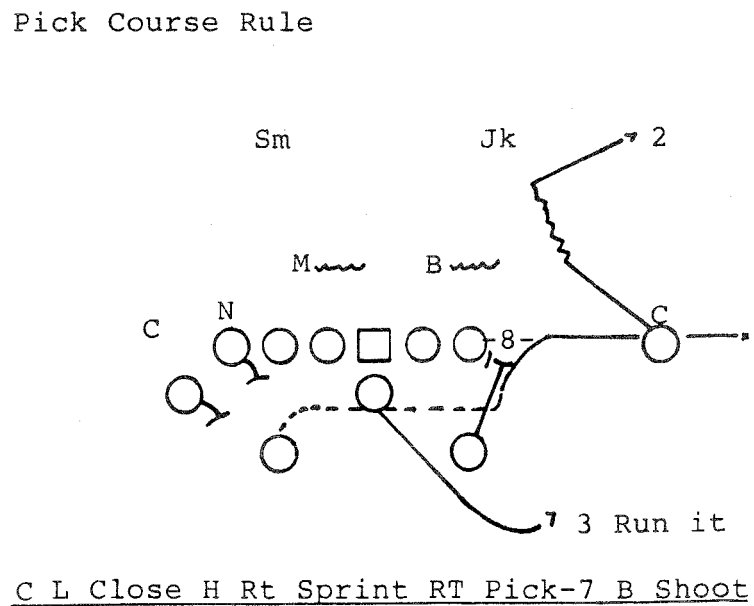
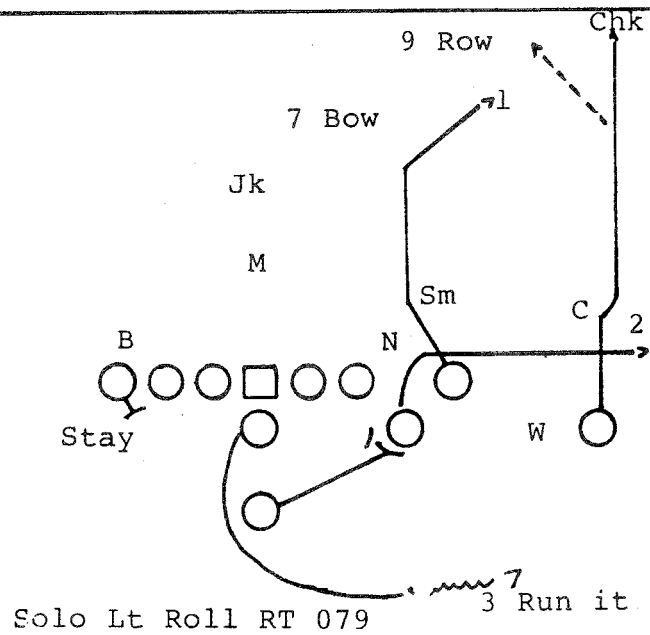
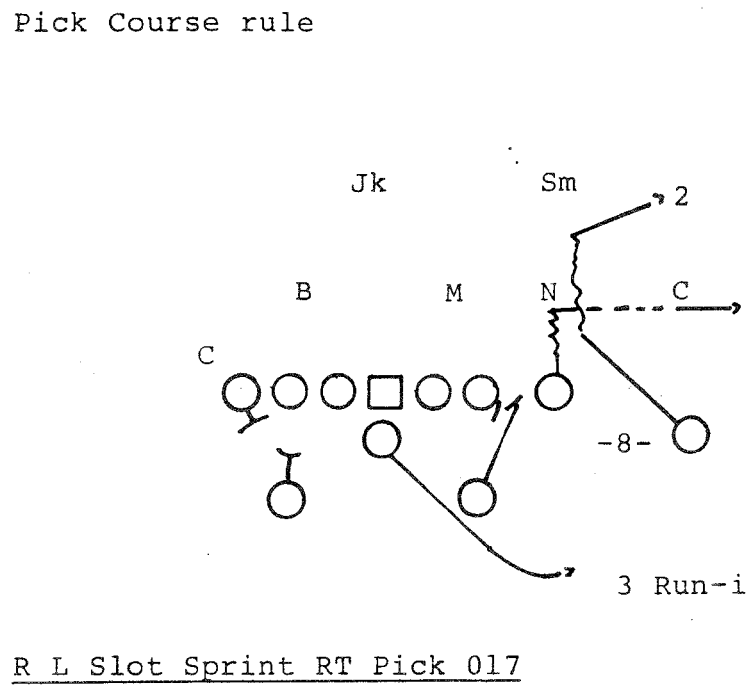
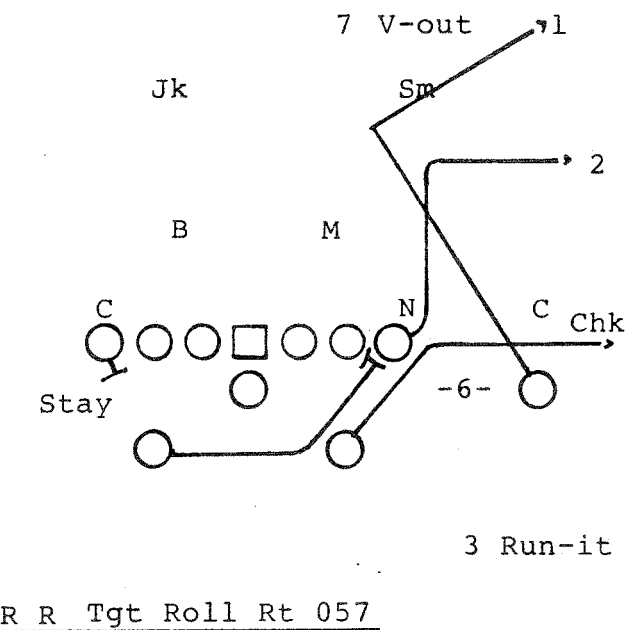
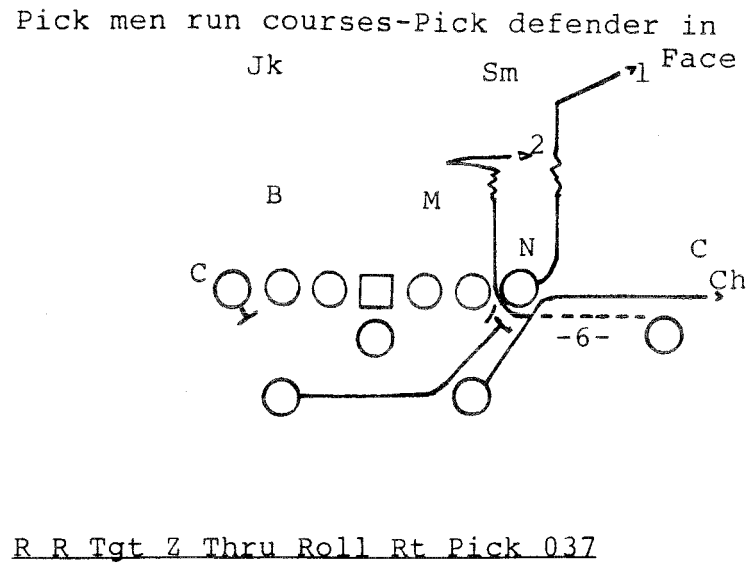
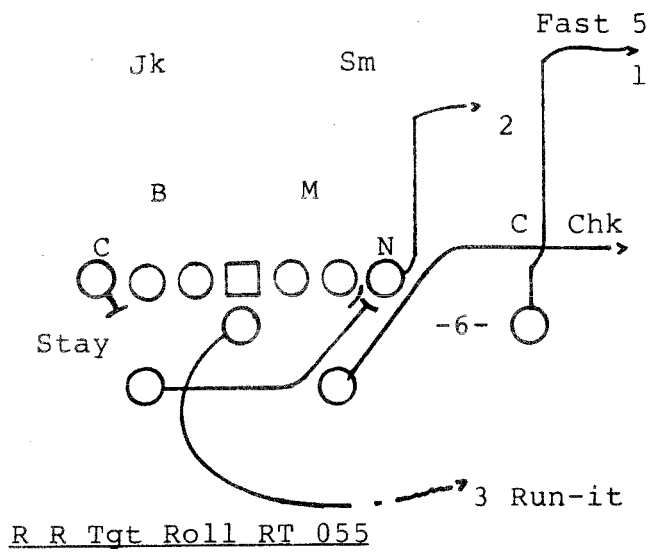


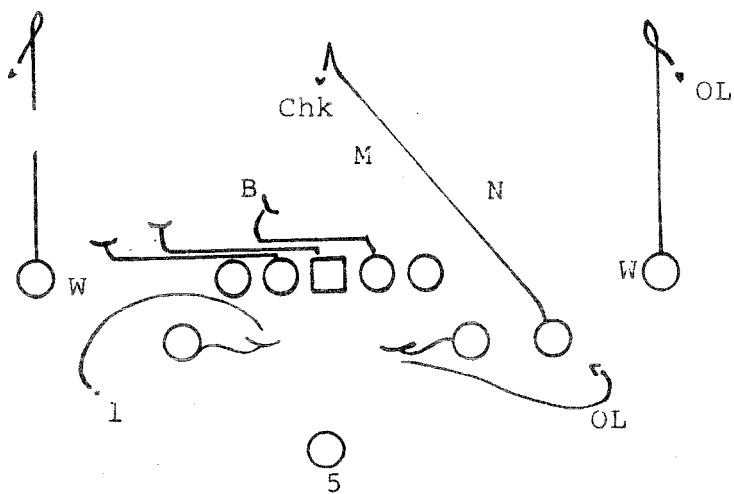
Best vs. Zone



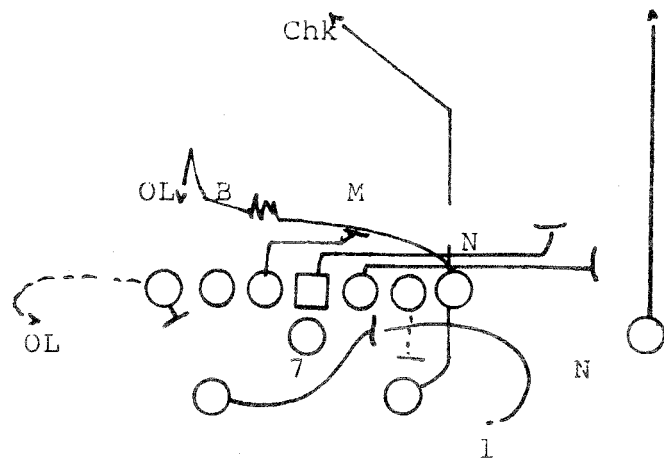
Dual RT Sally Lee 905 A Corner



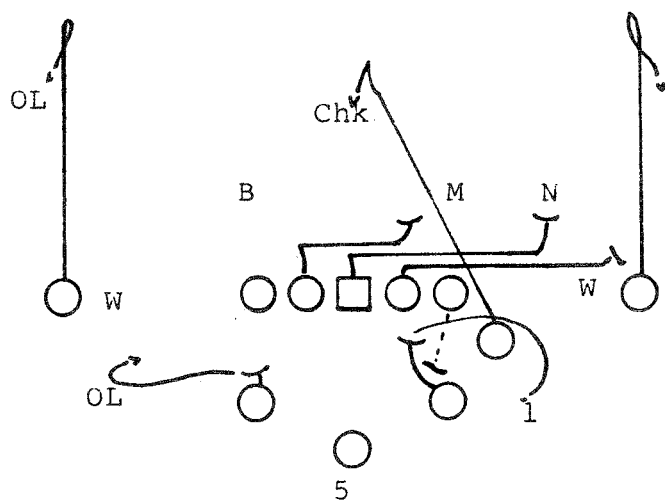




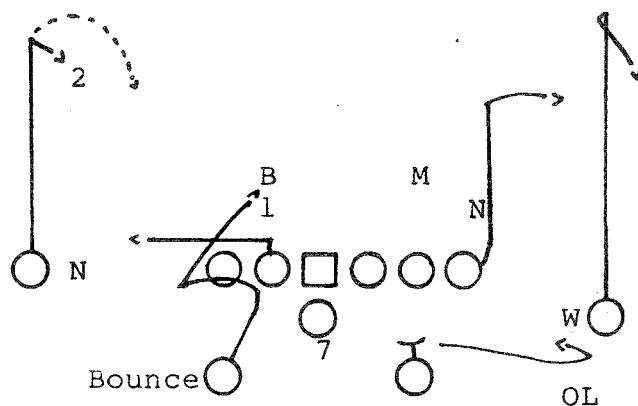
Shotgun RT A Scrn LT 545



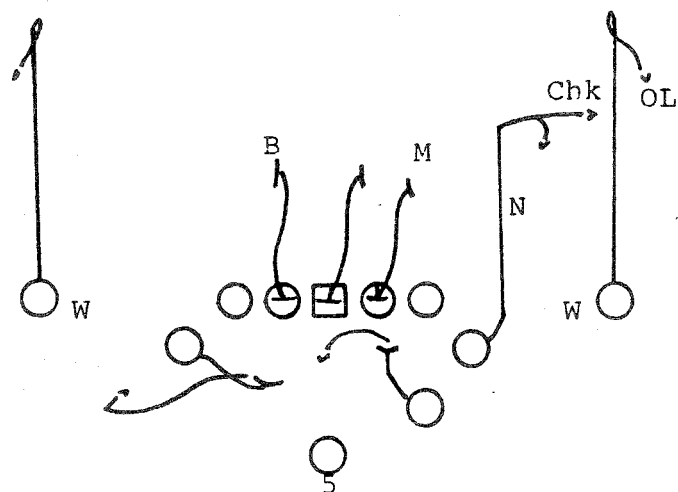
RR Tgt Hi A Scrn RT 029 Rub B Post



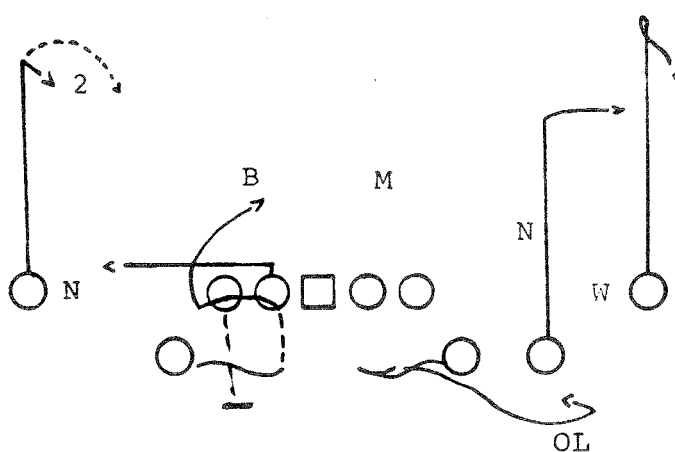
Rifle RT B Scrn RT 545



RR Fake Scrn LT A Slip 455

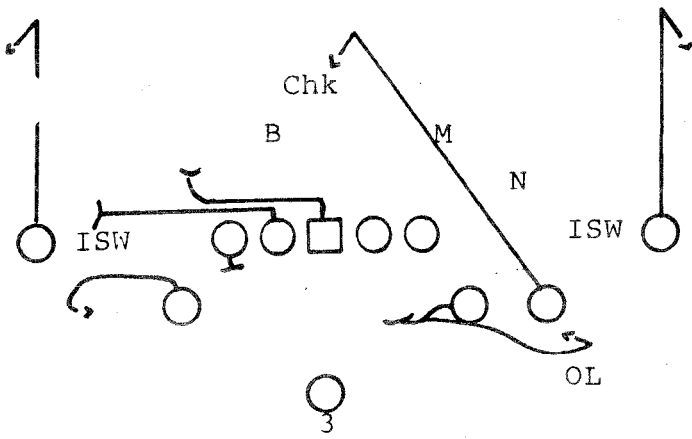


Dual RT B Scrn Middle 555

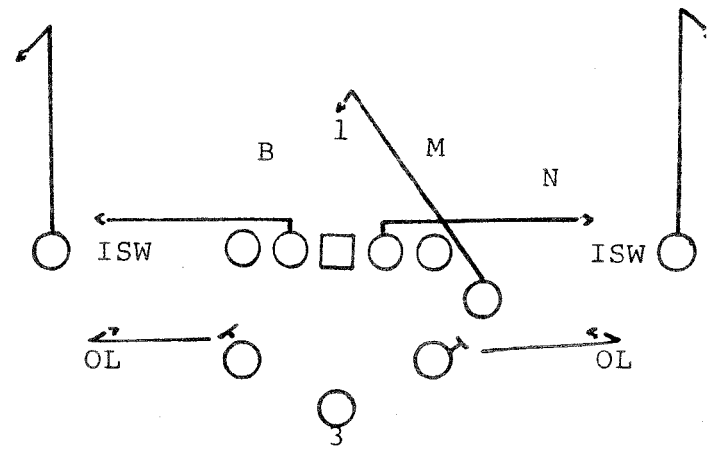


Shotgun RT Fake Scrn LT A Slip 455

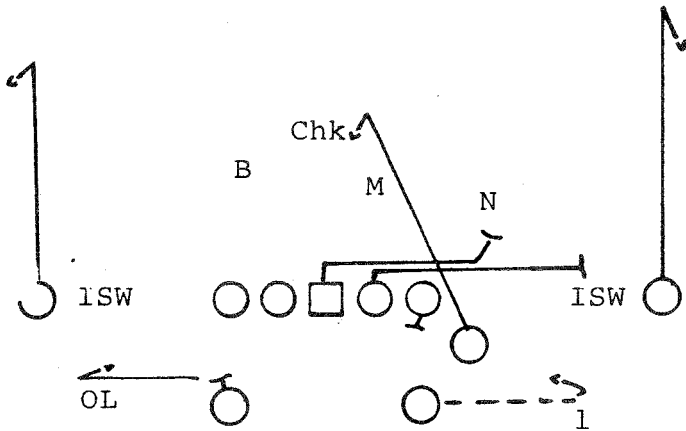
Best vs. 30



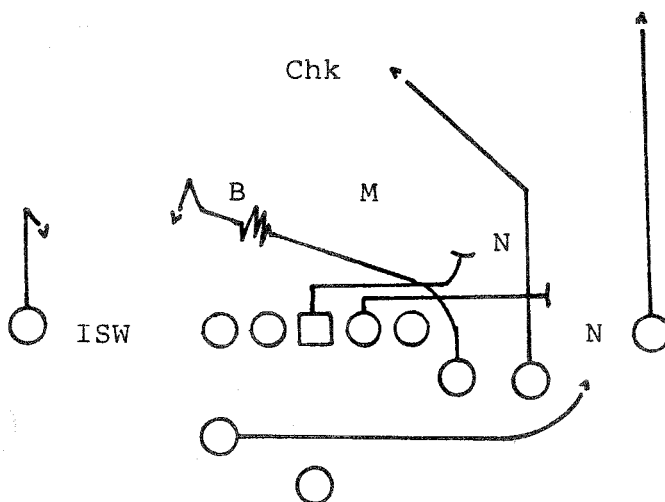
Shotgun RT A Speed LT 343



Rifle RT Fake Double Speed 343



Rifle RT B Speed RT 343



Triple RT Ray A Speed RT Hitch  
29 Rub B Post



## NICKEL RUNS

10/11 Trap

10/11 "I" Trap

20/30 Draw

40/50 Draw

60/70 OT

80/90 Slant

80/90 Toss

80/90 Bob

80/90 G-O

80/90 Bim

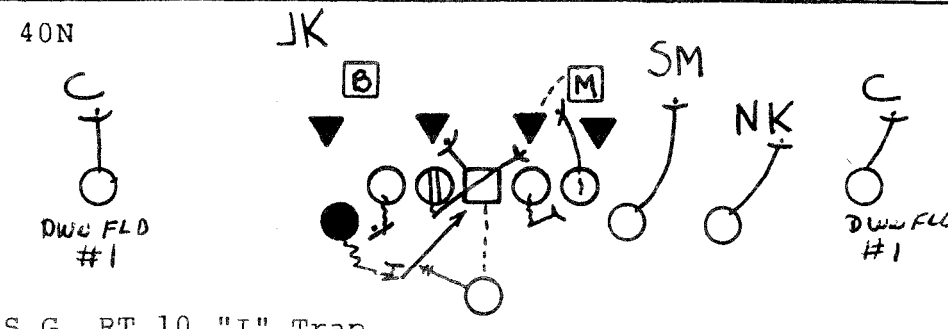
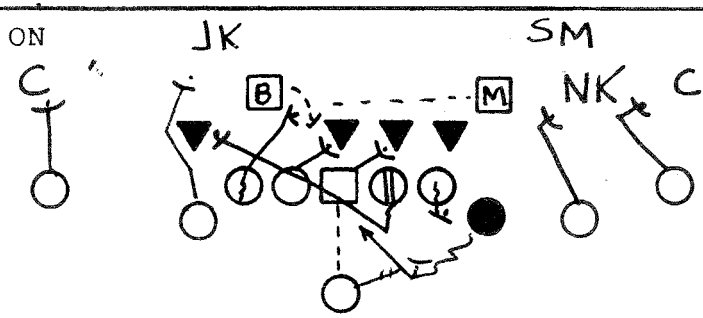

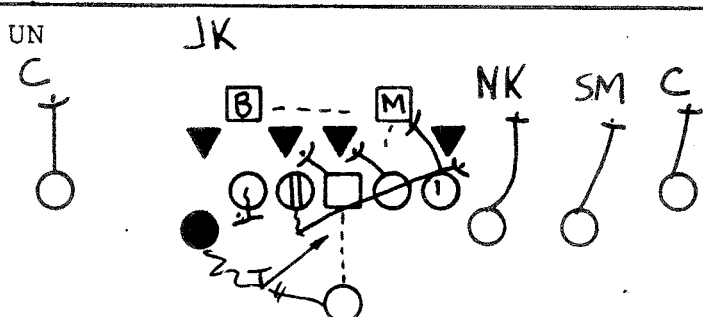
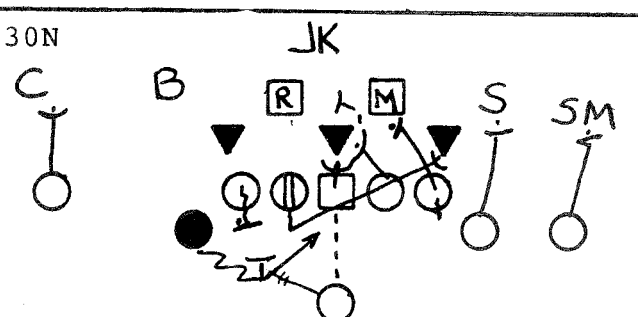
80/90 Pitch

80/90 Sweep

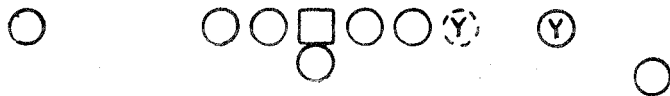
Shovel Pass RT/LT

Fake 80/90 Bob Z Reverse

Fake 80/90 Bim Z Reverse


<p>40N</p>  <p>S.G. RT 10 "I" Trap</p>	<p><u>NICKEL RUNS</u>  PLAY: 10/11 "I" Trap  CHECK W/ME  CP: MAKE IT LOOK LIKE  PASS. CWM. RUN  TO BUBBLE</p>
<p>Y STALK # MAN OVER</p>	<p>ON T - PASS SET, #</p>
<p>ON G - COVERED, PASS SET, TURN OUT # MDM  UNCOVERED, # DOWN ON NT. BUDDY # 30 N</p>	<p>CENTER - BACKSIDE O.G. COVERED, # BACK  V. 30 N, # MAN ON W/ONSIDE O.G. (BUDDY BLOCK)</p>
<p>OFF G - PASS SET, PULL TRAP 1st MAN PAST CENTER ON L.O.S.</p>	<p>OFF T - PASS SET, # MAN OVER YOU.</p>
<p>X DOWNFIELD #1</p>	<p>Z DOWNFIELD #1</p>
<p>BALL CARRIER - SLIDE TO MESH POINT WITH QB, FLASHING PASS PROTECTION. MAN DRAW OFF PULLING GUARD'S BLOCK.</p>	
<p>BLOCKER - BLOCK DEFENDER RESPONSIBLE FOR YOU IN COVERAGE. ALERT, MAY HAVE TO BLOCK BY GAME PLAN.</p>	
<p>QB TAKE SNAP, HAND OFF TO BALL CARRIER.</p>	
<p>ON</p>  <p>CWM = 11 "I" Trap</p>	<p>50N</p>  <p>AUDIBLE</p>
<p>UN</p>  <p>CWM = 10 "I" Trap</p>	<p>30N</p>  <p>CWM = 10 "I" Trap</p>

## 2 Back Normal




10/11 Trp	10/11 Trp
10/11 Drw Trp	10/11 Drw Trp
40/50 Drw	20/30 Drw
80/90 Slant	40/50 Drw
80/90 Toss	80/90 Slant
80/90 Bim	80/90 Toss
	80/90 Bob(Z Rev)
	80/90 Bim

## Solo




10/11 Trp	10/11 Trp
10/11 Drw Trp	10/11 Drw Trp
20/30 Drw	20/30 Drw
60/70 OT	60/70 OT
80/90 G-O	80/90 G-O
80/90 Slnt	
80/90 Toss	

## 2 Back Slot




10/11 Trp	10/11 Trp
10/11 Drw Trp	10/11 Drw Trp
40/50 Drw	20/30 Drw
80/90 Slnt	40/50 Drw
80/90 Toss	80/90 Slnt
80/90 Bim	80/90 Toss
	80/90 Bob

## Flank




10/11 Trp	10/11 Trp
10/11 Drw Trp	10/11 Drw Trp
20/30 Drw	20/30 Drw
80/90 Slnt	60/70 OT(X Ret)
80/90 Toss	80/90 G-O (X Ret)
	80/90 Pitch

## Deuce



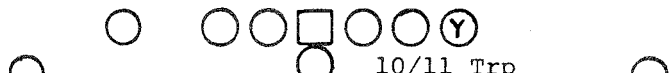
10/11 Trp	10/11 Trp
10/11 Drw Trp	10/11 Drw Trp
20/30 Drw	20/30 Drw
60/70 OT	60/70 OT
80/90 G-O(X Rev)	80/90 G-O(Z Rev)
80/90 Slnt	
80/90 Toss	

## Trey




10/11 Trp	10/11 Trp
10/11 Drw Trp	10/11 Drw Trp
20/30 Drw	20/30 Drw
80/90 G-O	80/90 G-O
80/90 Pitch	80/90 Pitch
80/90 Slnt	80/90 Slnt
80/90 Toss	80/90 Toss

## Flex



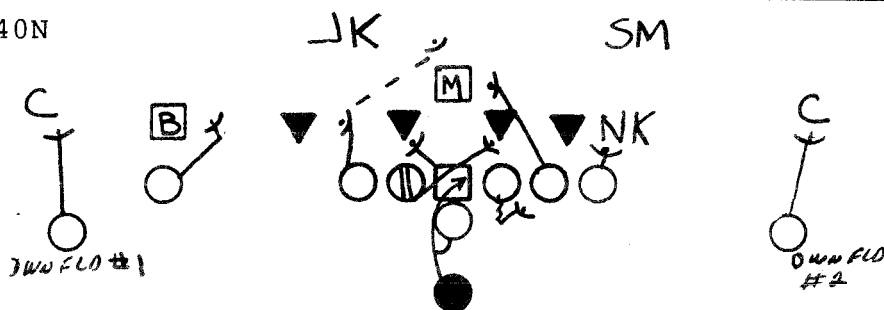
10/11 Trp	10/11 Trp
10/11 Drw Trp	10/11 Drw Trp
20/30 Drw	20/30 Drw
60/70 OT (X Opp)	60/70 OT (X Opp)
80/90 G-O (X Opp)	80/90 G-O (X Opp)
80/90 Slnt	80/90 Slnt
80/90 Toss	80/90 Toss

## Shot Gun



10/11 Trp	10/11 Trp
10/11 Drw Trp	10/11 Drw Trp
20/30 Drw	20/30 Drw
80/90 Bim	80/90 Bim
80/90 Sweep	80/90 Sweep
Shovel Pass	Shovel Pass

40N



CWM = 60 TRAP

NICKEL RUNS

PLAY: 10/11 (Trap)

CHECK W/ME

CP: RUN TRAP AT BUBBLE

Y # MAN OVER YOU.

ON T - PASS SET, # 1st LBER INSIDE

ON G - COVERED, PASS SET, TURN OUT, #MDM  
UNCOVERED, # DOWN ON N.T.-BUDDY BLK IF B.S. O.G. UNCOVERED.CENTER - BACKSIDE O.G. COVERED, # BACK  
V. 30N, # MAN ON W/ONSIDE O.G. (BUDDY BLK)

OFF G - PULL, TRAP 1ST MAN PAST CENTER ON L.O.S.

OFF T - STRONG SIFT #. SEAL OFF BACKSIDE PURSUIT.

X DOWNFIELD #1

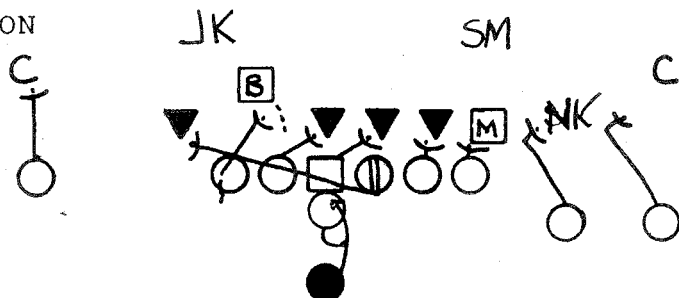
Z DOWNFIELD #1

HB BLOCK ACCORDING TO POSITION

FB RUN TRAP - WILL ALWAYS ENTER FROM OPPOSITE SIDE OF HOLE  
# CALLED.

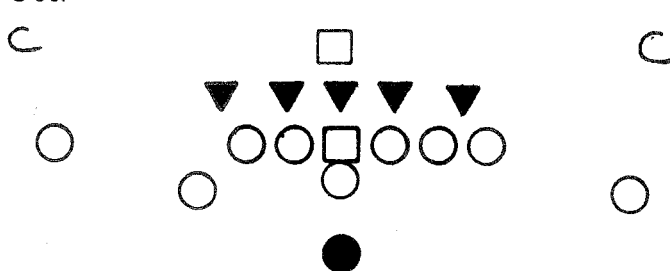
QB REVERSE PIVOT - ALLOW RUNNER ROOM TO MANEUVER.

ON



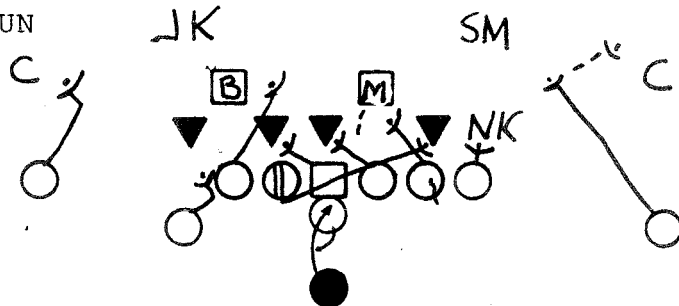
C.W.M. = 11

50N



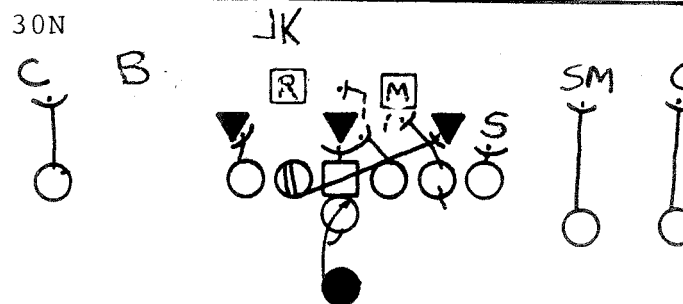
AUDIBLE

UN



C.W.M. = 10

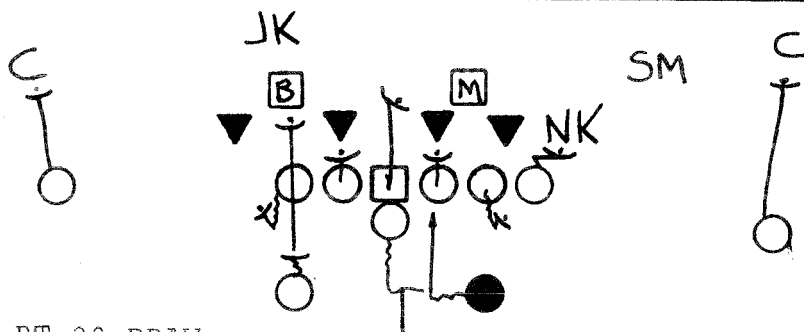
30N



C.W.M. = 10



40N



RED RT 20 DRAW

NICKEL RUNSPLAY: 20/30 Draw  
(QB 20/30 Draw)

CPs:

HB - TAKE PSL AT  
COVERED C OR OG FOR  
POSSIBLE CHARGE.  
"CWM" CAN'T RUN INTO  
OVER NICKEL

Y # MAN OVER. USE OUTSIDE RELEASE HD. FAKE. # INSIDE OUT.

ON T - PASS SET, # MAN OVER. ONSIDE O.G. UNCOVERED, SHORT SET.  
ZONE ALL STUNTS AND DOGS.

ON G - PASS SET # MAN OVER. ZONE ALL STUNTS AND DOGS.

CENTER - PASS SET # MAN OVER. COVERED, BOTH O.G'S UNCOVERED, STAY WITH  
NOSE TACKLE ALL THE WAY-OTHERWISE ZONE STUNTS & DOGS. POSS: CHOKEOFF G - PASS SET, # MAN OVER. UNCOVERED, YOU MAY HAVE TO STEP AROUND  
NOSE TACKLE. ZONE STUNTS & DOGS W/O.T. POSS: CHOKE #.

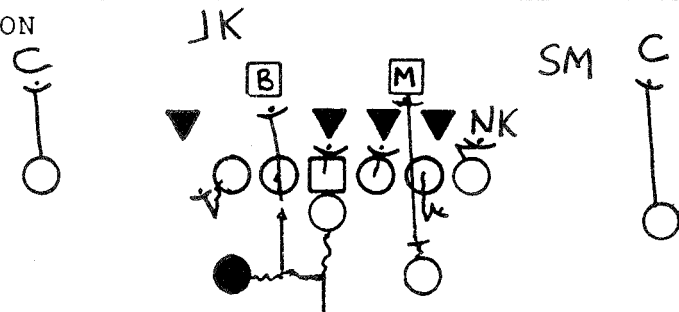
OFF T - PASS SET, # MAN OVER. ZONE ALL STUNTS &amp; DOGS.

X DOWNFIELD #1.  
BUMP & RUN.

Z DOWNFIELD #1. OUTSIDE RELEASE

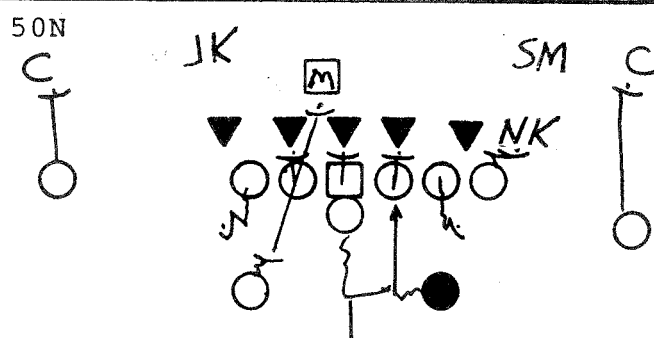
BLOCKER, FB, HB, BLOCK OUTSIDE LBER. VS. LINEMEN COVERED, BLOCK  
INSIDE LBER.FB BALL CARRIER. SLIDE TO QB AIM FOR ONSIDE GUARD'S BUTT.  
RUN OFF OF COVERED O.G.'s or C's BLOCK.QB SHOW PASS. BRING BALL BACK TO FULLBACK. MESH POINT  
IS ONSIDE GUARD'S BUTT.

ON

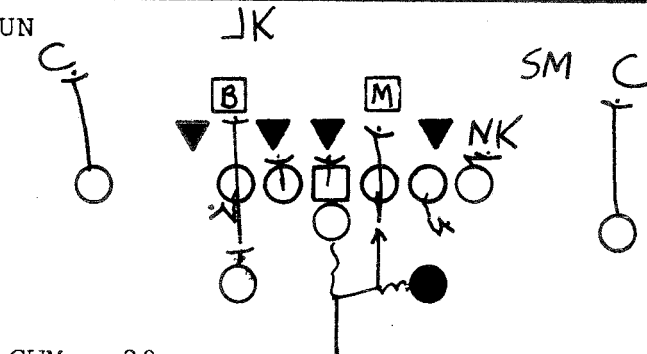


CWM = 30

50N

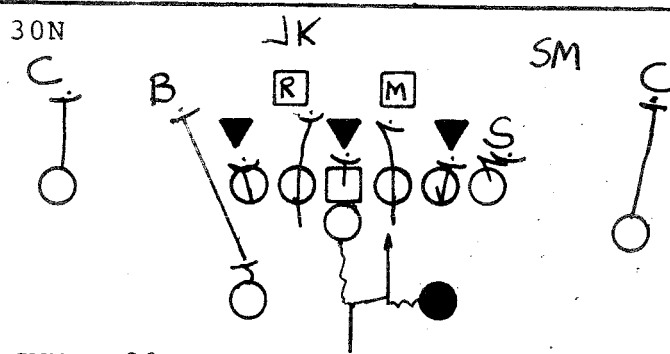


UN

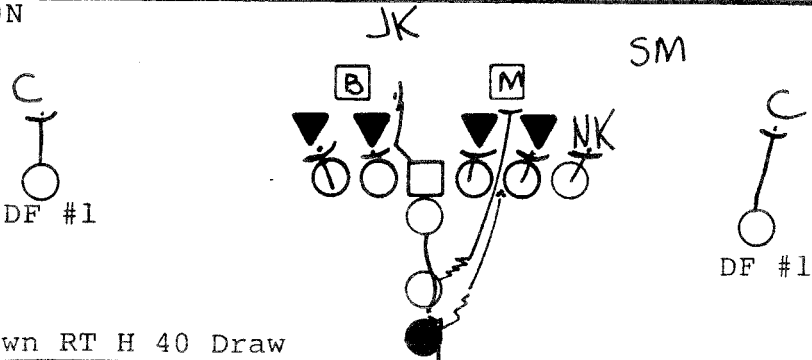
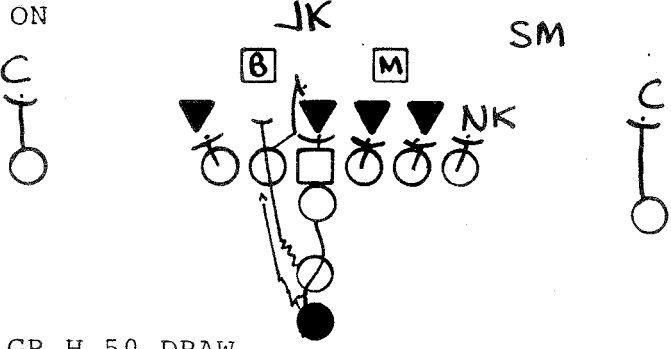
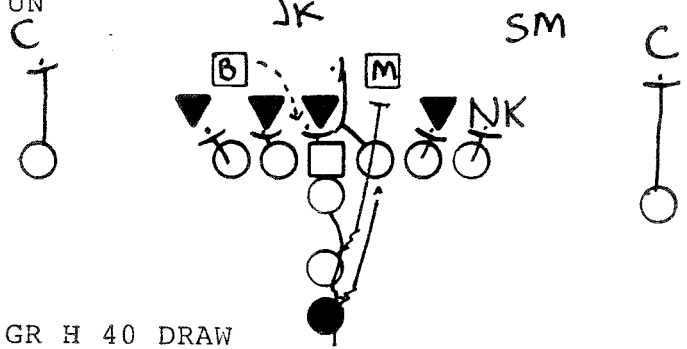
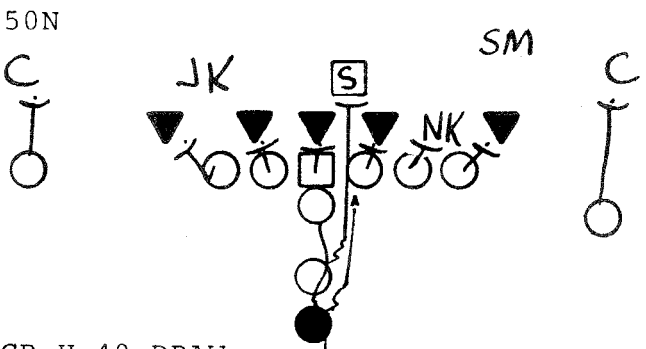
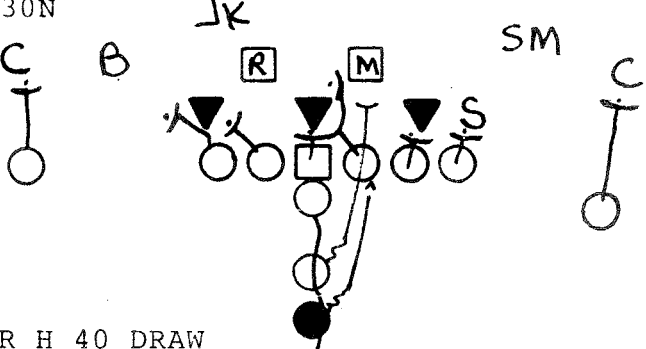


CWM = 20

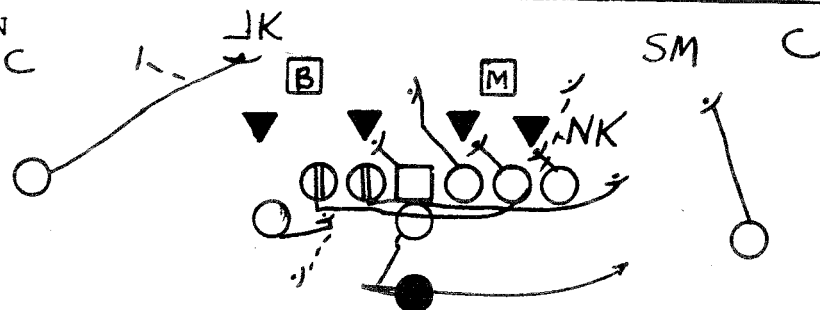
30N



CWM = 20

<p>40N</p>  <p>DF #1</p> <p>Brown RT H 40 Draw</p>	<p>PLAY: 40/50 Draw</p> <p>AGGRESSIVE QUICK DRAW O.L. USE SHT. SET TECH.</p>
<p>Y - # MAN OVER</p>	<p>ON T - SHT. SET # MAN OVER YOU. O.G. COVERED ZONE ALL STUNTS. O.G. UNCOVERED BLOCK MAN OVER YOU ALL THE WAY.</p>
<p>ON G - COVERED: BLOCK MAN OVER YOU. UNCOVERED: SHT. SET # DOWN ON N.T. BUDDY #30. ZONE ALL EVEN LOOK STUNTS W/O.T.</p>	<p>CENTER- COVERED: 30, BUDDY # WITH ONSIDE O.G. UNDER L, 30 U, DBL SINK BLOCK BACK. UNCOVERED: BLOCK BACK.</p>
<p>OFF G - AGGRESSIVE FAN BLOCK. USE AREA TECH W/O.T.</p>	<p>OFF T - AGGRESSIVE FAN BLOCK. USE AREA TECH W/O.G.</p>
<p>X - DOWNFIELD #1</p>	<p>Z - DOWNFIELD #1</p>
<p>HB - FROM RED/BRN, CHEAT INSIDE AND STRADDLE G-T GAP. AT SNAP SET OVER BEHIND OB AND TAKE BALL, AIM AT OG'S BUTT. FROM GREEN, SE UP AT 5 YD DEPTH AND WAIT FOR OB TO BRING YOU THE BALL.</p>	<p>FB - SET, FLASH PASS PRRO, LEAD BLOCK ON MAC.</p>
<p>QB - FROM RED/BRN, TAKE THREE STEP DROP AND MESH WITH HB. ALLOW HB ACCESS TO HOLE. FROM GREEN, BRING BALL BACK TO HB.</p>	<p>ON</p>  <p>GR H 50 DRAW</p>
<p>UN</p>  <p>GR H 40 DRAW</p>	<p>50N</p>  <p>GR H 40 DRAW</p>
<p>30N</p>  <p>GR H 40 DRAW</p>	

40N



DEUCE RT 60 OT

NICKEL RUNS

PLAY: 60/70 OT

ONSIDE O.TACKLE TECH.  
CRITICAL FOR PLAY.  
ALERT FOR MIKE LBKR  
RUN THRU.

V. 50N NEED CHECK W/ME  
FOR DIRECTION.

Y KING #, IF O.E. DIAPPEARS, # ANYTHING THAT CROSSES YOUR FACE.  
ALERT GAP CALL, MEANS ONSIDE O.G. IS COVERED, # DOWN.

ON T - VS 30 30U, UNDER: STEP TO INSIDE GAP (#DE IF HE CROSSES FACE)  
LOOK FOR BACKSIDE LBKR. VS 40,4LS: # DOWN (AREA #T/MAC STUNT).

ON G - CENTER COVERED, # DOWN ON N. TACKLE. CENTER UNCOVERED, 1ST  
LB INSIDE (AREA # T/MAC STUNT).

CENTER - # BACK. IF COVERED, STIFF N. TACKLE - IF POSSIBLE.

OFF G - PULL, # END MAN ON L.O.S. WORK FOR KICK-OUT-READY TO LOG

OFF T - PULL LEAD ( RESPONSIBLE FOR READ STUB AREA AND PULLING O.G.)

X DOWNFIELD #2.

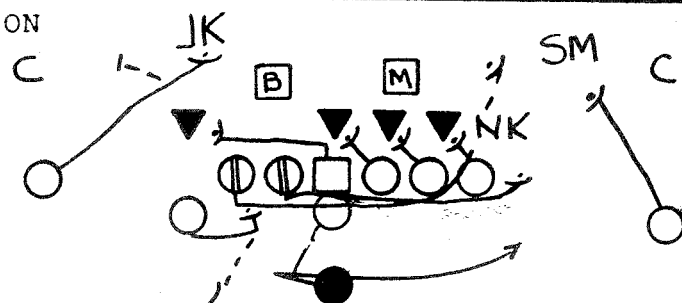
Z BLOCK FORCE

HB PULL FILL CUT BS DE (DEUCE) BALL CARRIER (BROWN) CROSS OVER  
AWAY FROM CALL PLAN ON 2ND STEP, REVERSE. RUN OFF PULLING  
TACKLE IE'S BLOCK

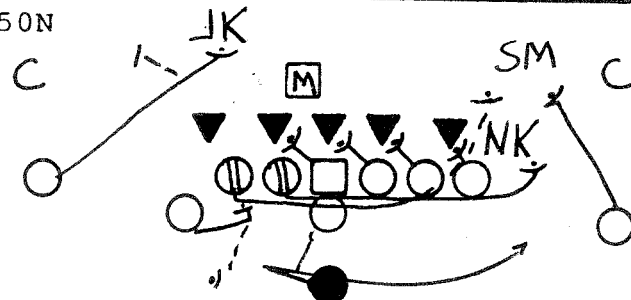
FB BALL CARRIER. CROSS OVER, AWAY FROM CALL, PLANT ON 2ND STEP,  
REVERSE. RUN OFF PULLING TACKLE'S BLOCK (DEUCE)BLOCKER-  
FILL OFF TAIL OF PULLING TACKLE.

QB OPEN TO FB - MAKE HAND OFF TO BALL CARRIER.

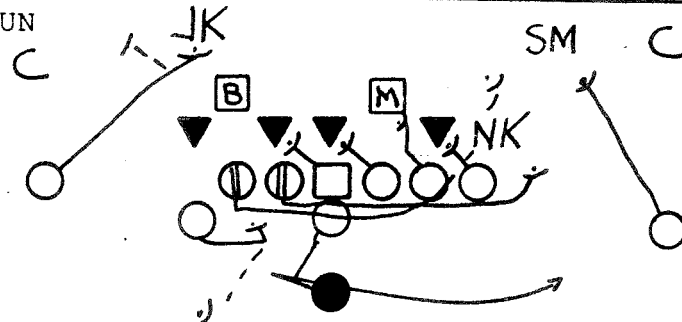
ON



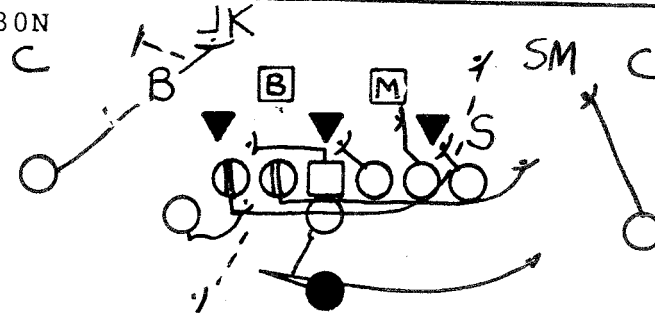
50N



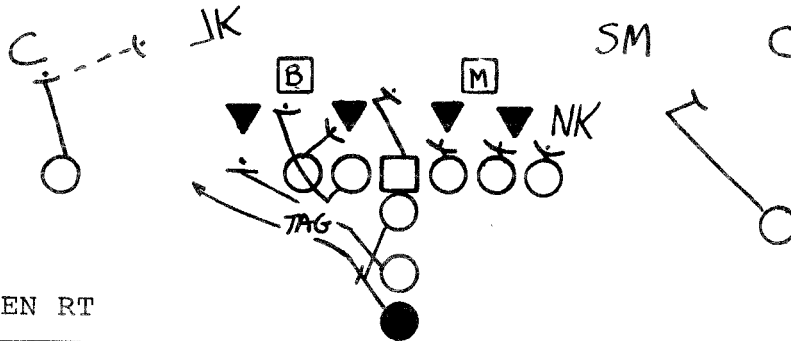
UN



30N



40N



GREEN RT

NICKEL RUNS

PLAY: 80/90 SLANT(WK)

CP's=FB, on first two steps, show the Defense the Lead Play, then bounce outside & Block EMLOS or Force. HB, on first three steps, show Defense the lead play, then bounce outside. Alert for poss.cutback

Y BLOCK 80/90 SLANT - SWOOP #50N

ON T - BLOCK 80/90 SLANT

ON G - BLOCK 80/90 SLANT

CENTER - BLOCK 80/90 SLANT

OFF G - BLOCK 80/90 SLANT

OFF T - BLOCK 80/90 SLANT SWOOP #50N

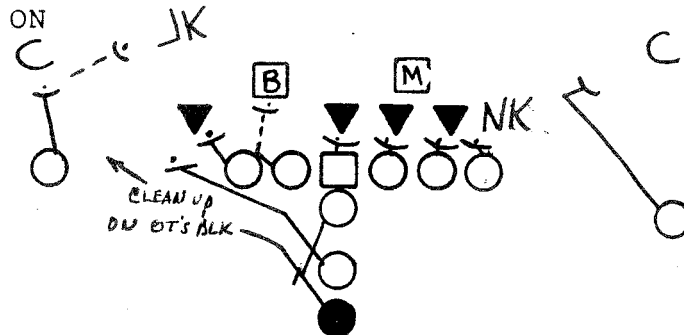
X BLOCK 80/90 RULES

Z BLOCK 80/90 RULES

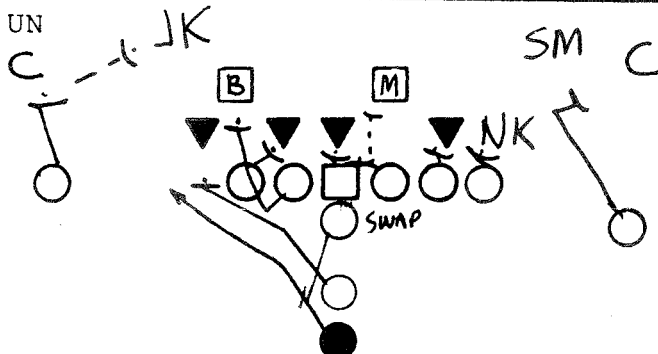
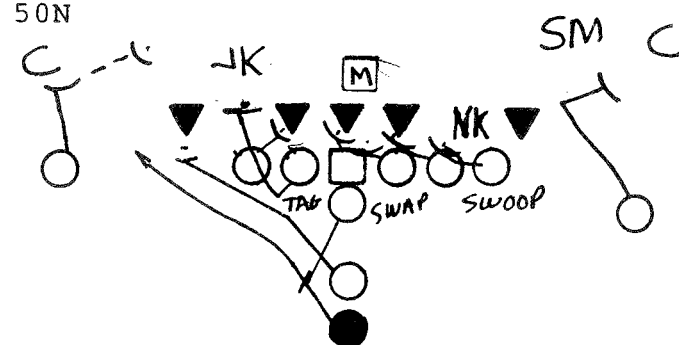
HB BALL CARRIER. APPROACH L.O.S., THINK BOUNCE OUTSIDE  
OFF END MAN ON L.O.S. AIMING POINT IS INSIDE LEG OF OT.

FB BLOCK END MAN ON L.O.S. WHEN USED WITH TIGHT "X" or "U"  
BLOCK FORCE. AIMING POINT IS INSIDE LEG OF OT.

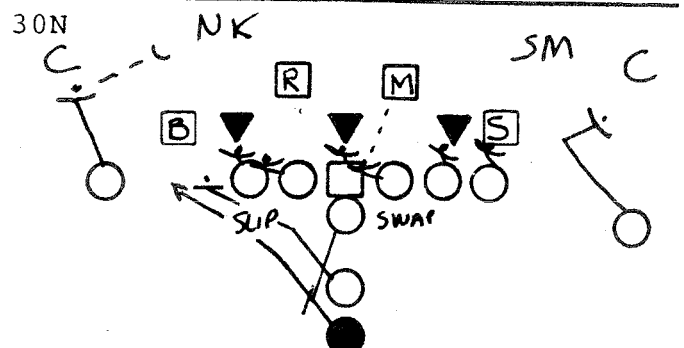
QB OPEN TO BC. GET BC THE BALL AS DEEP AS POSSIBLE.



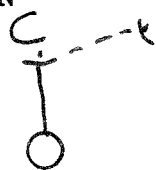
50N



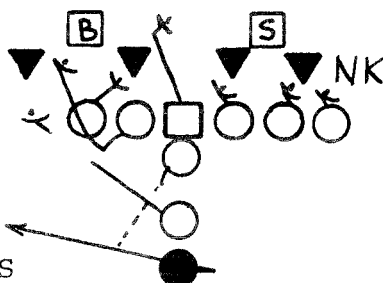
30N



40N



JK



SM

C

GREEN RT 90 TOSS

NICKEL RUNS

PLAY: 80/90 TOSS WK  
 CP'S = BLOCK 69/68  
 FLIP RULES.

FB MUST NOT ALLOW  
 PENETRATION BY "B" OR  
 CORNER

HB PAUSE TO  
 GAIN SEPARATION FROM  
 NOTE: 50N BLOCKING  
 SCHEME.

Y BLOCK 80/90 TOSS RULES

ON T - BLOCK 80/90 TOSS RULES

ON G - BLOCK 80/90 TOSS RULES

CENTER - BLOCK 80/90 TOSS RULES

OFF G - BLOCK 80/90 TOSS RULES

OFF T - BLOCK 80/90 TOSS RULES

X BLOCK 80/90 TOSS RULES

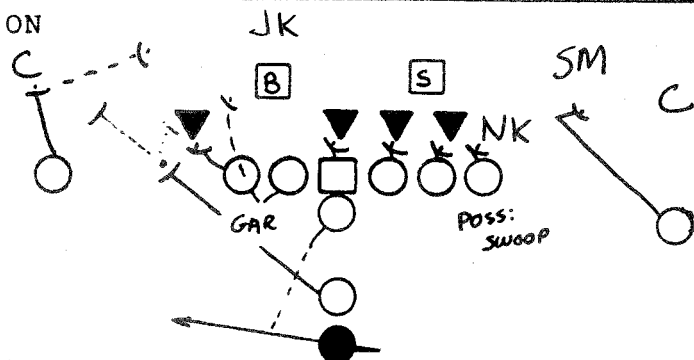
Z BLOCK 80/90 TOSS RULES.

HB PAUSE, KEY BLOCK ON "B".

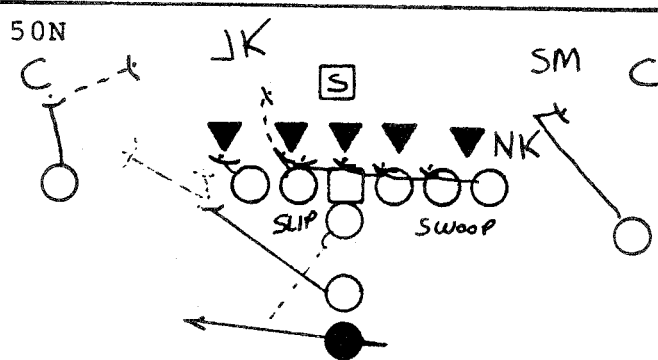
FB BLOCK "B" IN REGULAR CALL, CORNER IN SOLID CALL. CANNOT ALLOW  
 PENETRATION

QB OPEN OUT, TOSS BALL TO HB.

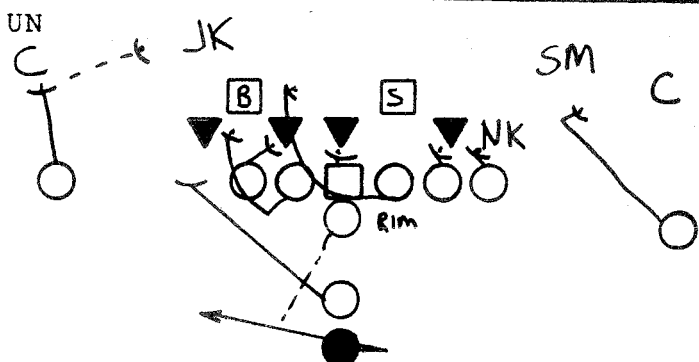
ON



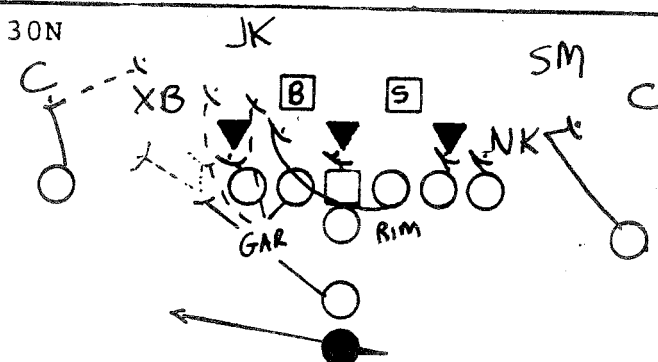
50N



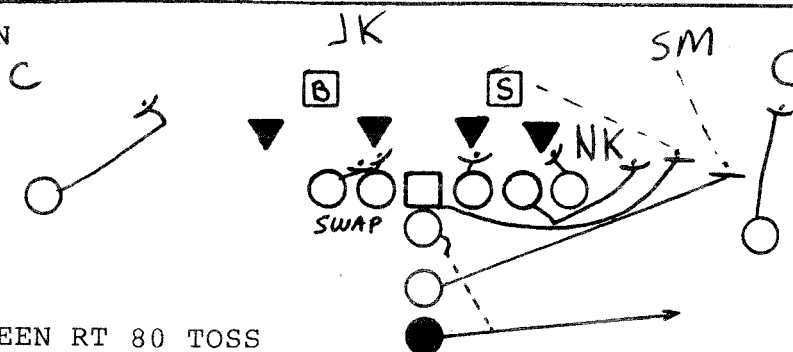
UN



30N



40N



GREEN RT 80 TOSS

NICKEL RUNS

PLAY:

CP's: FB, Alert for SLICE OR CLEO FORCE

HB - PAUSE BEFORE RELEASEING.

QB: NEED TO CHECK TO WEAKSIDE RUN V. OVER NICKEL.

Y # MAN OVER. POSS: TAKE #.

ON T - 3 MAN OVER. POSS: TAKE #. V. BUBBLE OVER ON G: GAR # OR SLIP #

ON G - # MAN OVER, SLIP # W/CENTER V EVEN. BUBBLE OVER YOU: GAR # OR SLIP #.

CENTER - SLIP # W/ON G V. EVEN (POSS: PULL). OFF G UNCOVERED: RIM # OR SWAP #. V. UNDER: # MAN OVER.

OFF G - # MAN OVER. UNDER AND 4LS: SWAP #W/OFF T. UNCOVERED: RIM # OR SWAP #.

OFF T - SIFT #. V. UNDER OR 4LS: SWAP # W/OFF G. POSS: COMBO # (U FORMATION)

X DOWNFIELD #2

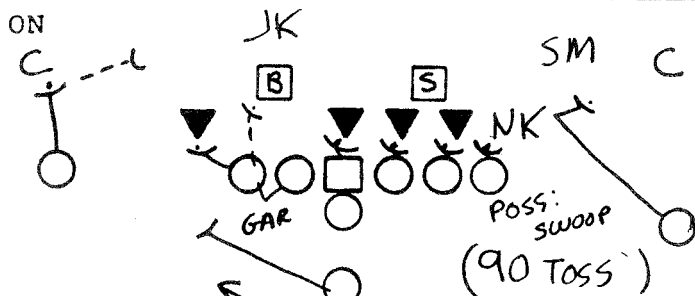
Z DOWNFIELD #1

HB BALL CARRIER - READ "Y's" BLOCK. STRETCH DEFENSE, IF POSSIBLE. ALERT SLICE FORCE.

FB RELEASE QUICKLY, BLOCK FORCE. (BOSS) DO NOT PASS UP COLOR. ALERT SLICE FORCE.

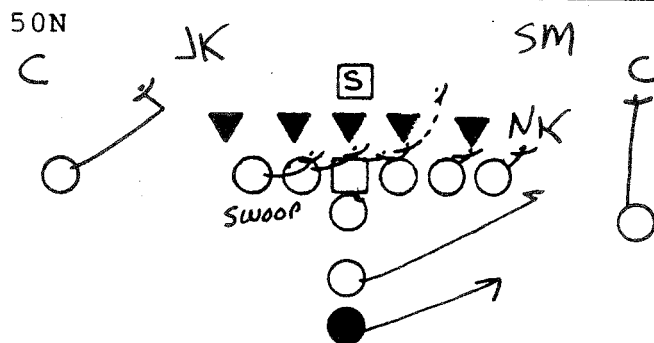
QB OPEN OUT TOSS BALL TO B.C.

ON

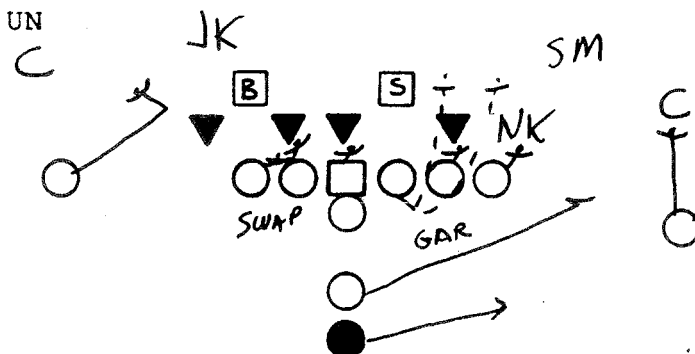


"CWM" RUN TO WEAKSIDE

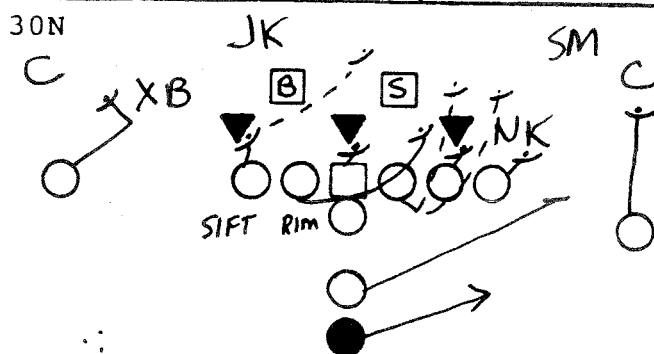
50N

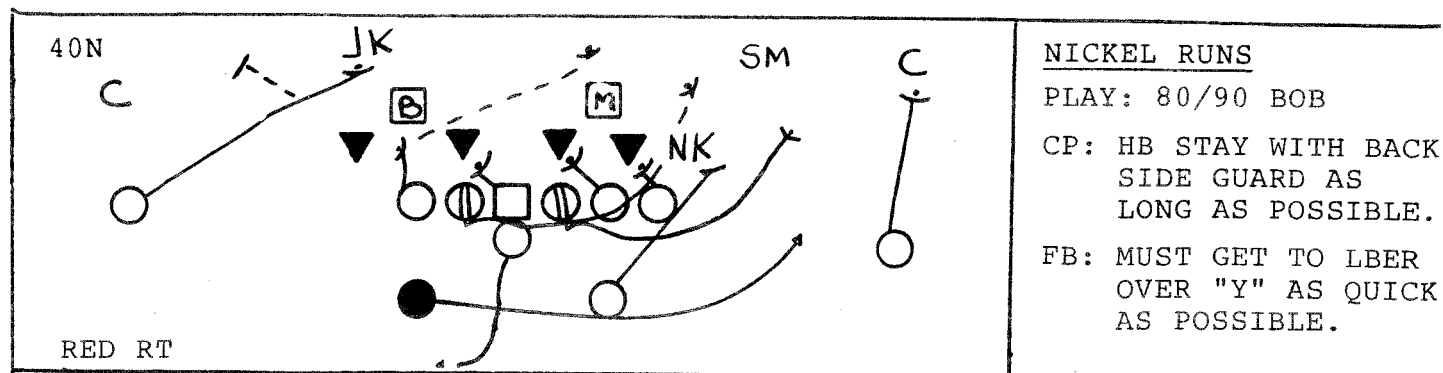


UN



30N





Y # DOWN. V. ODD BUBBLE: DBL TEAM AND RUB FOR BACKSIDE LBER OR X.

ON T - ON G COVERED: # DOWN. V ODD BUBBLE: DBL TEAM W/Y.

ON G - PULL - # FIRST FORCE.

CENTER - UNCOVERED: # BACK. COVERED: # MAN OVER

OFF G - PULL, LEAD. LOOK FOR MLBER UNDERNEATH

OFF T - SIFT # V. 40N. SLOOP # V. ON; 30N. CUT OFF DT V. UN & 50N.

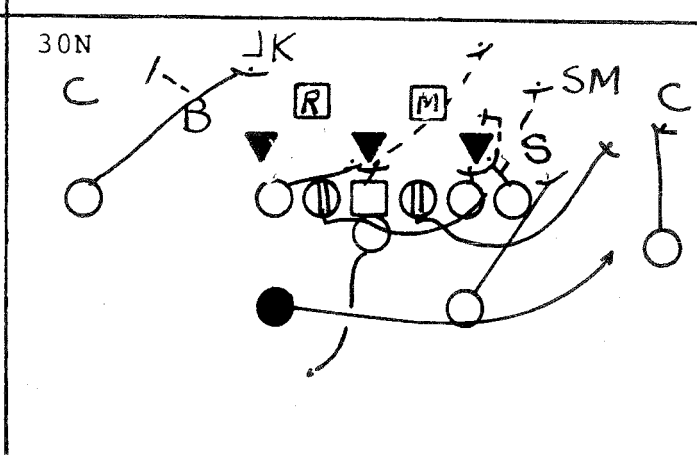
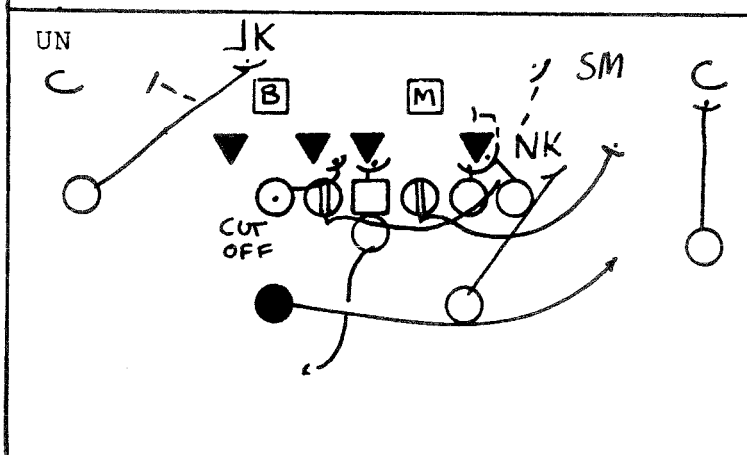
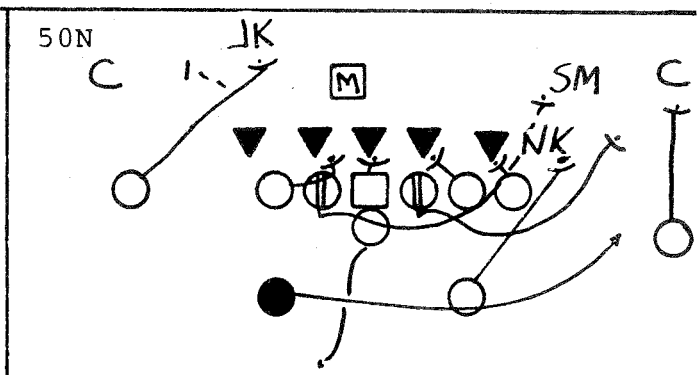
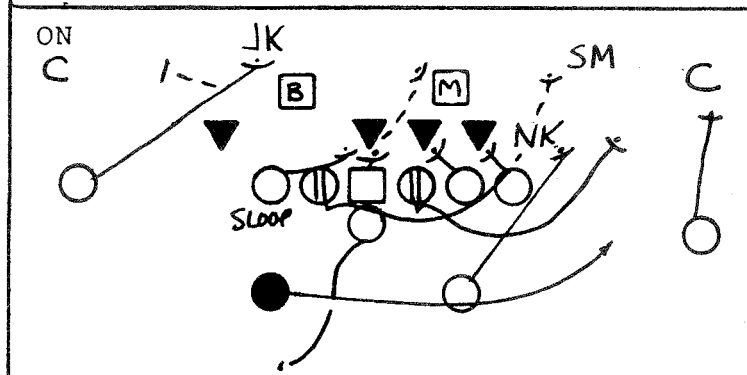
X BLOCK DOWNFIELD #2

Z BLOCK 2ND FORCE

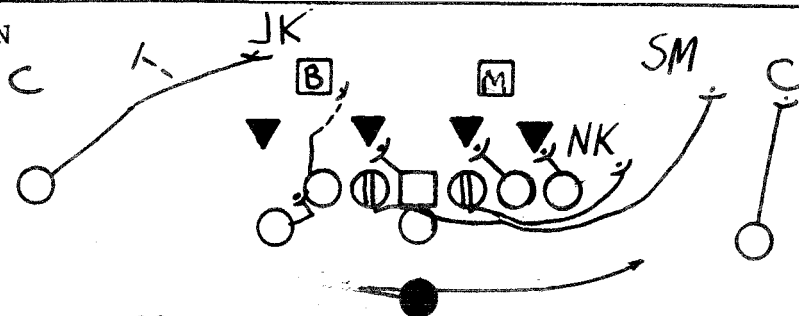
HB BALL CARRIER - KEY FB's BLOCK

FB BOB BLOCK MAN OVER Y

QB OPEN TO H HAND OFF CHECK FOR NAKED.



40N



DEUCE RT 80 G-O

NICKEL RUNS

PLAY: 80/90 G-O

C.P: Onside O.G. Pull  
for LOG on End Man on  
L.O.S.FB: Run very similar  
to 60.70 OT. Take yo  
delay steps--stay with  
B.S. Guard

Y #80/90 BOB

ON T - #80/90 BOB

ON G - PULL, LOG END MAN ON L.O.S.

CENTER - #80/90 BOB

OFF G - PULL, BLOCK FORCE

OFF T - #80/90 BOB

X DOWNFIELD #2

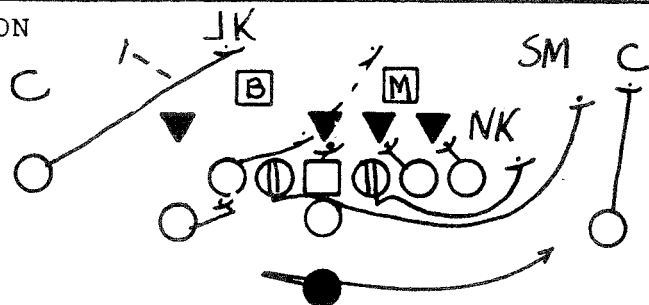
Z #2nd FORCE

HB PULL, FILL, CUT BS D.E.

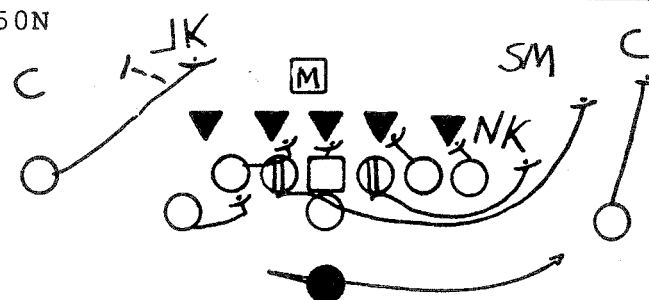
FB USE SAME STEPS &amp; TECH AS 60/70 OT. STAY WITH B.S. GUARD.

QB OPEN WITH BACK TO HOLE. SAME AS 60/70 OT.

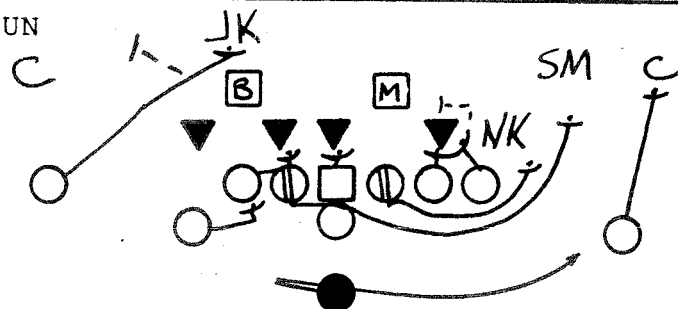
ON



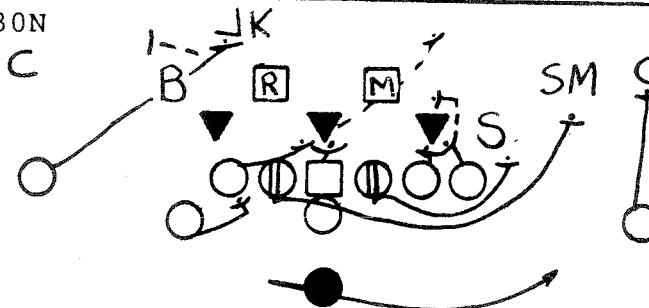
50N



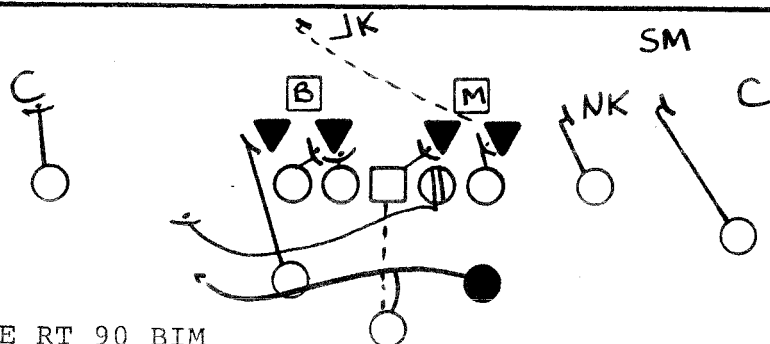
UN



30N



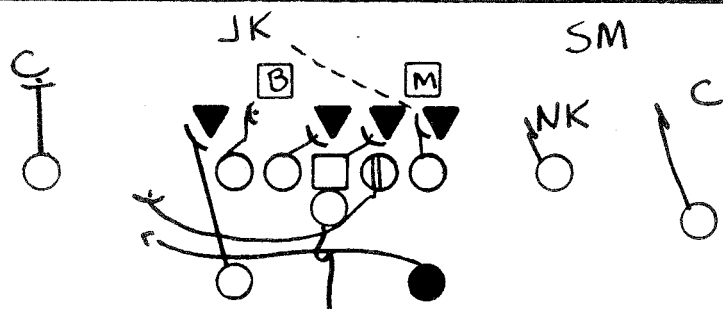




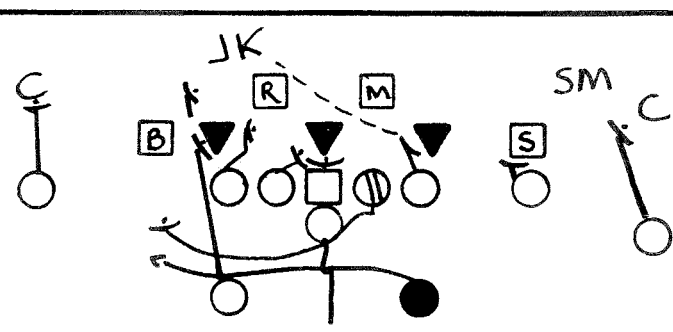
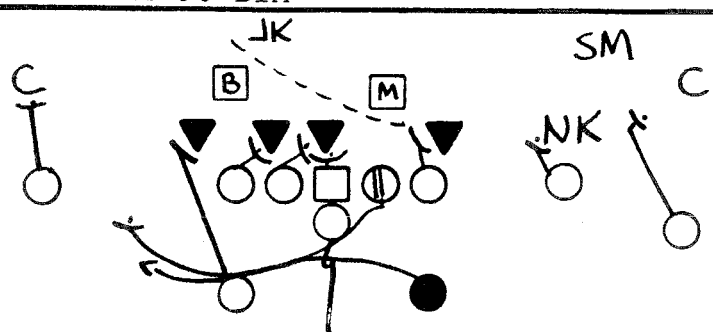
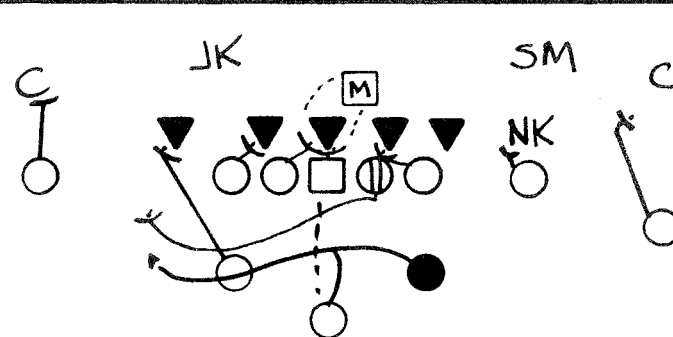
RIFLE RT 90 BIM

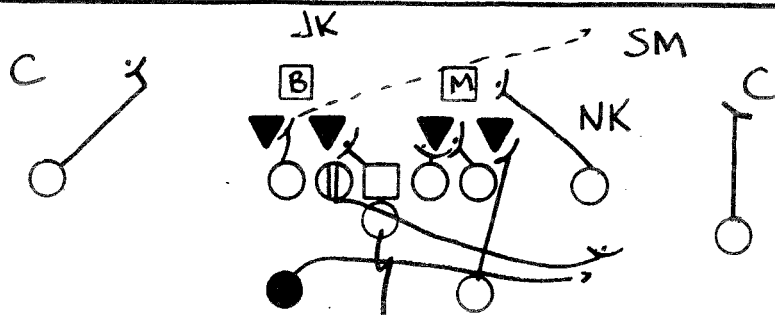
NICKEL RUNS  
PLAY = 80/90 BIM (WEAR  
CPs = HB MUST BIM D.E.  
REGARDLESS OF HIS  
WIDTH. D.E. IS TIGHT  
AND DISAPPEARS INSIDE,  
CONTINUE UPFIELD AND  
BLOCK NEXT COLOR.

- Y - DOWNFIELD #2
- ON T - BUBBLE ON ONSIDE O.G., STEP TO INSIDE GAP( #D.E. IF HE  
CROSSES YOUR FACE). # LIKE 60/70 OT. ONSIDE O.G. COVERED # DWN
- ON G - CENTER COVERED, BUDDY #. (ALERT OFF CALL) IF COVER DEUCE  
# W/OT (ALERT OFF CALL)
- CENTER - COVERED, BUDDY # (ALERT OFF CALL) BACKSIDE O.G.  
COVERED, BLOC, BACK. NO OFF CALL V. 50 N.
- OFF G - PULL, LOG # OR KICK FIRST MAN TO FORCE OUTSIDE OF  
HB'S BLOCK
- OFF T - SIFT # (ALERT 50N CALL - "HAUL ASS")
- X - BLOCK FORCE
- Z - DOWNFIELD #1
- HB - BIM BLOCK ON D.E.
- FB - BALL CARRIER - STAY WITH PULLING GUARD. RUN OFF HIS BLOCK.
- QB - UNDERNEATH HANDOFF TO FB



SPRD RT 90 BIM



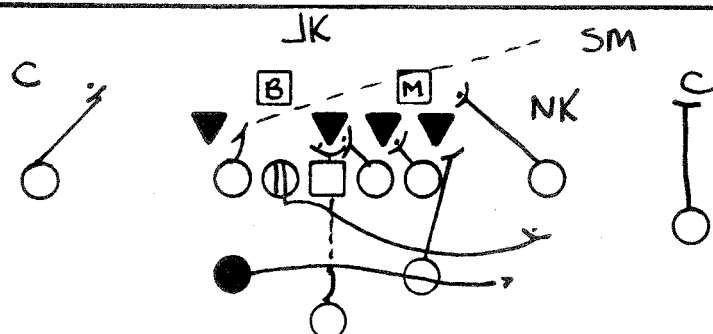


NICKEL RUNS  
PLAY = 80/90 BIM  
(STRONG)

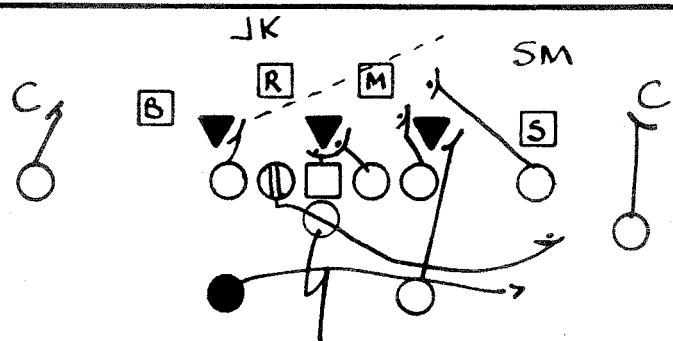
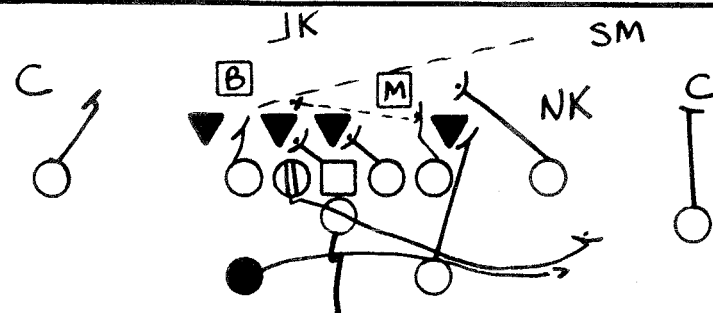
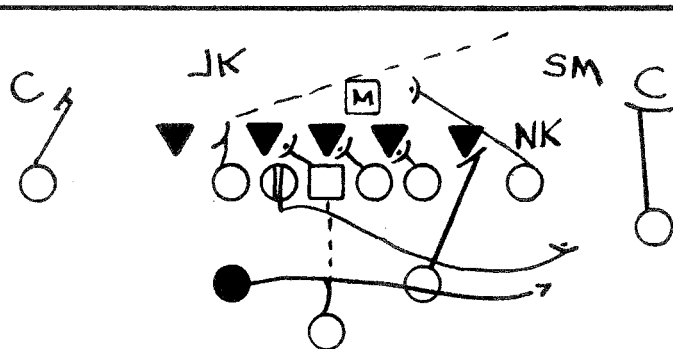
CPs =  
FB = MUST BIM DE REGARI  
LESS OF HIS WIDTH. DE  
IS TIGHT AND DISAPPEARS  
INSIDE, CONTINUE UPFIELD  
AND BLOCK NEXT COLOR.

SPRD RT 80 BIM

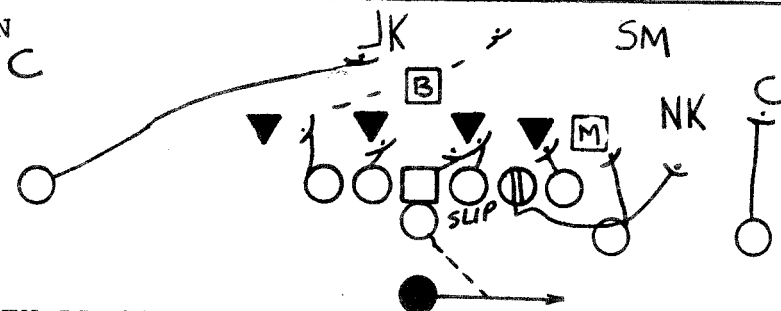
- Y - CRACK MAC. IF MAC DISAPPEARS, CONTINUE TO NEXT LBER.
- ON T - BUBBLE ON ONSIDE O.G., STEP TO INSIDE GAP (#DE IF HE CROSSES YOUR FACE) # LIKE 60/70 OT. ONSIDE O.G. COVERED # DWN.
- ON G - CENTER COVERED, BUDDY # (ALERT OFF CALL) IF COVERED DEUCE # W/O.T. (ALERT OFF CALL)
- CENTER - COVERED, BUDDY # (ALERT OFF CALL) BACKSIDE O.G. COVERED, BLK BACK.
- OFF G - PULL, LOG # OR KICK FIRST MAN TO FORCE OUTSIDE OF FB'S BLOCK.
- OFF T - SIFT #
- X - DOWNFIELD #2
- Z - BLOCK FORCE
- HB - BALL CARRIER - STAY WITH PULLING GUARD. RUN OFF HIS BLOCK.
- FB - BIM BLOCK ON D.E.
- QB - UNDERNEATH HAND OFF TO HB.



RIFLE RT 80 BIM



40N



TREY RT 80 PITCH

NICKEL RUNS

PLAY: 80/90 PITCH  
 CP'S = OT PULL FOR  
 FORCE.

FB - STRETCH THE DEFE  
 THEN BE PREPARED TO C  
 UNDER TO BLOCK. TAKE  
 @ DEFENSE TO DETERMINI  
 THE FORCE.

38/39 PITCH Same BLI  
 98/99 PITCH Scheme

Y # DOWN. USE JACK # V. 30  $\phi$  or 4LS.

ON T - PULL # FIRST FORCE (ALERT FOR QUICK FORCE).

ON G - V. EVEN: SLIP # W/CENTER. (MAY # MAN OVER IF CENTER PULLS)  
 V. BUBBLE OVER YOU: GAR. #. V. OVER: # MAN OVER.

CENTER - V. EVEN: SLIP # W/ON G. POSS: PULL.  
 COVERED: # MAN OVER.

OFF G - COVERED: # MAN OVER. SWAP # V. UNDER  
 UNCOVERED: RIM #. V. UNDER: SWAP # W/OFF T. 50N, SWOOP #.

OFF T - SIFT #. V. UNDER: SWAP # 50N, SWOOP #.

X DOWNFIELD #2

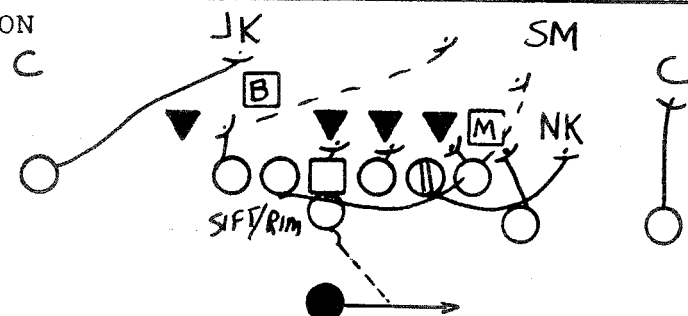
Z 2nd FORCE

HB BALL CARRIER

FB BLOCK DOWN-MAN OVER Y.

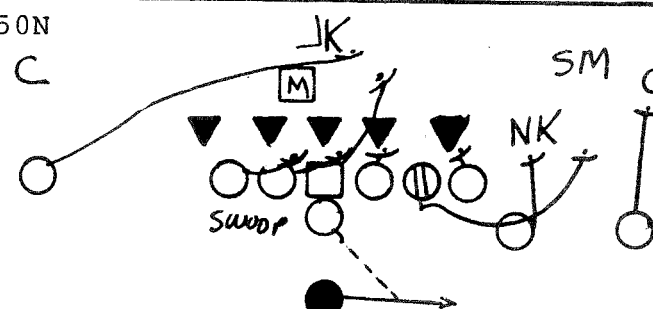
QB FRONT OUT TOSS TO B.C.

ON

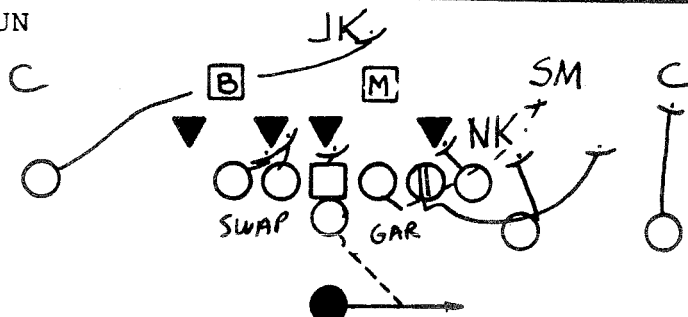


TREY RT 68 PITCH

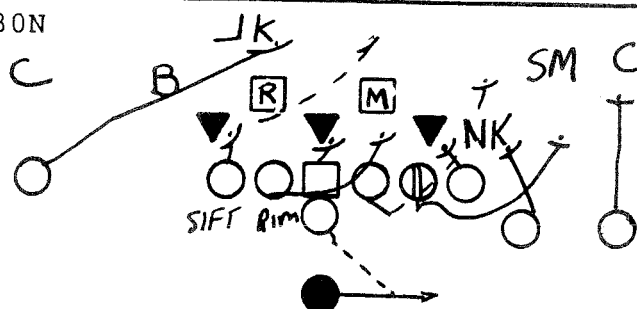
50N

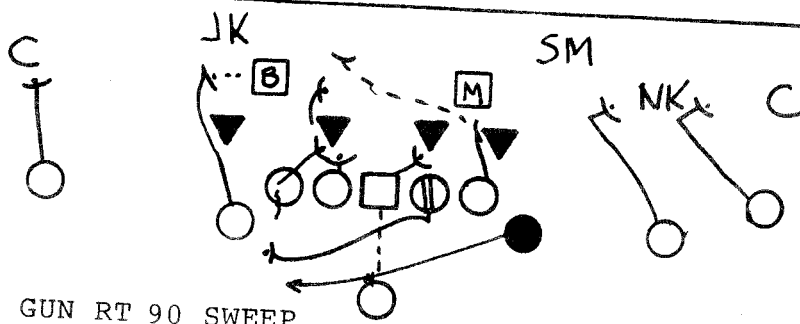


UN



30N





SHOT GUN RT 90 SWEEP

NICKEL RUNS

PLAY: 80/90 SWEEP  
PULLING GUARD START  
DEEP PULL.  
BETTER PLAY WHEN RUN  
WEAK SIDE. WILL LIMIT  
USE OF THIS PLAY TO 40  
NIC TYPE DEFENSES.  
PREFERABLY WITH M/M  
COVERAGE.

Y BLOCK DOWNFIELD #2.

ON T - QK. PASS SET - BLK DOWN. V. EVEN: DEUCE BLK W/ON G. V. BUBBLE:  
# LBER IF HE CROSSES YOUR FACE.  
CENTER COVERED

ON G - CENTER COVERED: BLK DOWN.  
(IF OFF G IS UNCOVERED) DBL TM W/CENTER. V. EVEN: DEUCE # W/ON T.

CENTER - OFF G COVERED: BLK BACK. OFF G UNCOVERED: DBL TM W/ON G  
ALERT: "COW" SITUATIONS

OFF G - PULL - RUN O COURSE, TRAP OR LOG DE.

OFF T - PULL - LEAD, ALERT "COW" CALL. SLOOP # B. BUBBLE

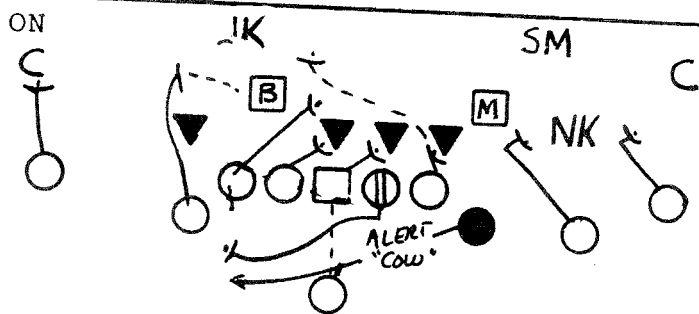
X BLOCK FORCE

2 BLOCK DOWNFIELD #1

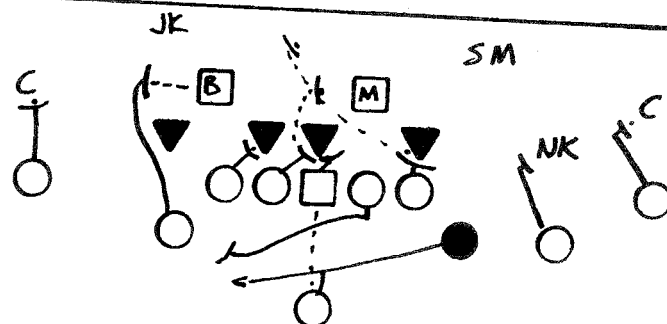
HB RELEASE - VS M/M RUN "B" OFF. VS ZONE BLOCK "B".

FB BALL CARRIER.

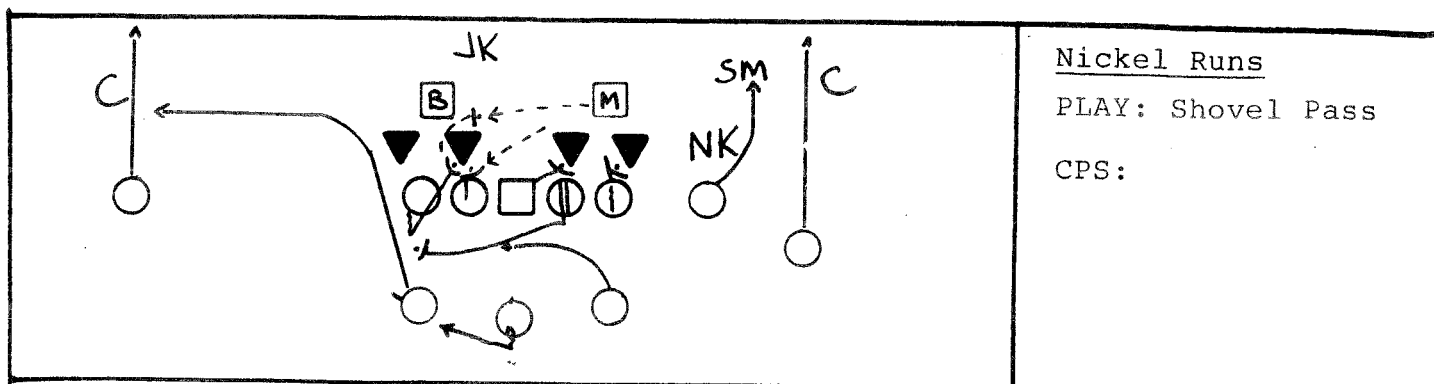
QB ONE STEP FORWARD - HAND OFF TO BALL CARRIER.



SHOT GUN RT 90 SWEEP



SHOT GUN RT 90 SWEEP



Y - RELEASE OUTSIDE -- 90 ROUTE.

ON T - Qk. Pass set - blk. down V. Even: Deuce Blk. W/Ong. V. Bubble: # LBer if he crosses your face

ON G - Center covered: blk down. (If Off G Uncovered) Buddy # w/Center. V. Even: Deuce # W/on T.

CENTER - Off G Covered: Blk. back. Off G Uncovered: Buddy # w/on G. Alert: "COW" situations

OFF G - Pull - run trap course, trap D.E. Or lead B.C. upfield

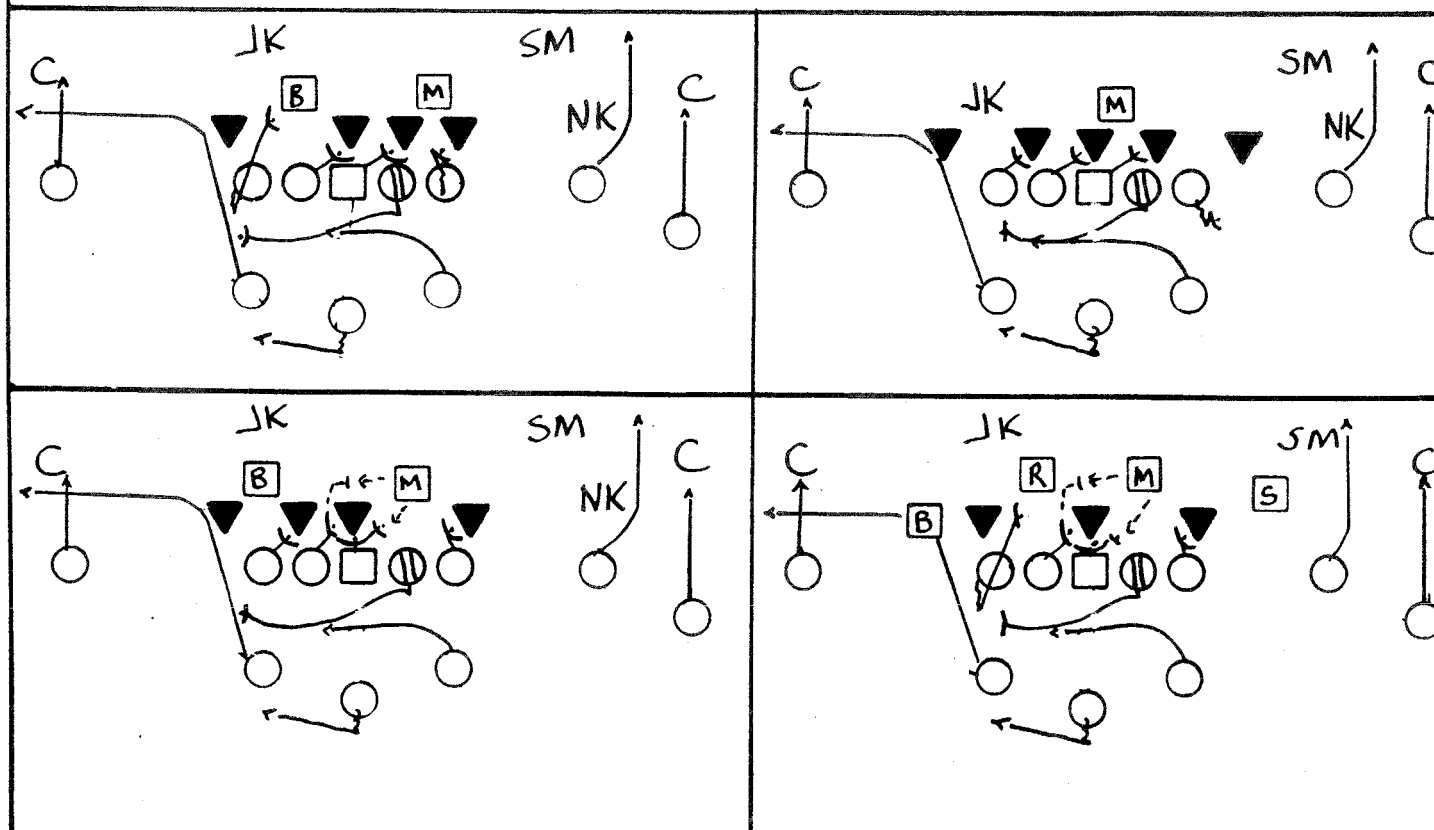
X - W SPLIT -- 9 ROUTE.

Z - W SPLIT -- 9 ROUTE.

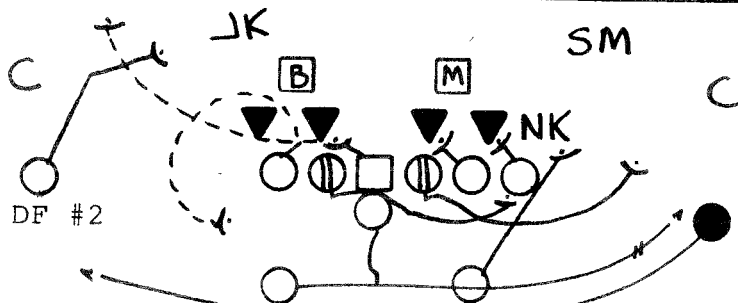
HB - Run a flat. Alert for Ball Quick

FB - Run shovel pass route. Maintain pitch relationship with pulling guard

QB - CHALLENGE DE, READ DE'S ACTION. DE UPFIELD, SHOVEL PASS TO FB. DE ON INSIDE MOVE, RUN THE BALL--VERSUS DOG/BLITZ THROW A FLAT.



30



RED RT FAKE H 80 BOB Z REV LT

PLAY: FAKE 80/90 BOB  
"Z" REVERSE LEFT.CPS: SELL 80 BOB  
FB - FULL SPEED BOB  
BLK ON STUB.HB - LOOK HAND OFF INT  
POCKET OF "Z".

Y 80 BOB

ON T 80 BOB

ON G 80 BOB

CENTER QUICK # MAN OVER, RELEASE ONSIDE TO LEAD OR SEAL.  
UNCOVERED: # BACK - RELEASE.

OFF G 80 BOB

OFF T PULL FLAT. V. UNDER: CUT OFF DT.

X # DF #2

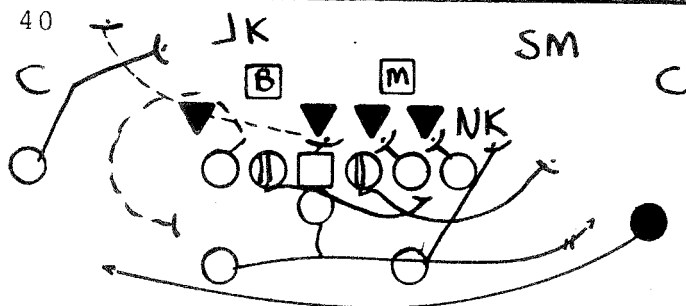
Z BALL CARRIER DRIVE OFF L.O.S. 2 STEPS - SPLIT NUMBER RULE.

HB RUN 80 BOB HAND OFF TO Z

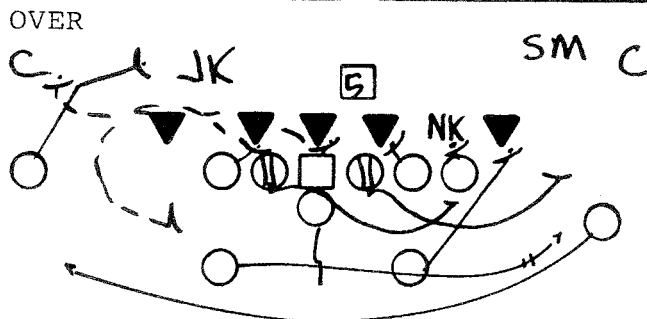
FB BLOCK 80 BOB

QB HAND OFF TO H. GET DEEP

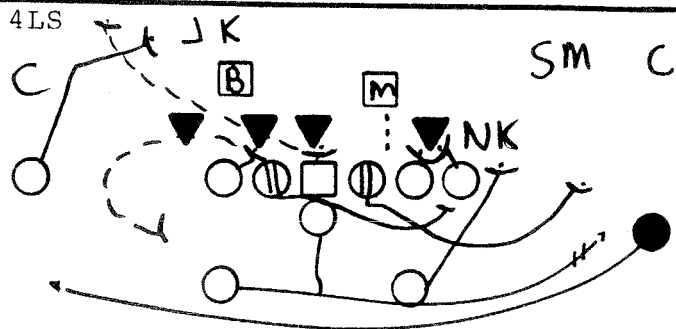
40



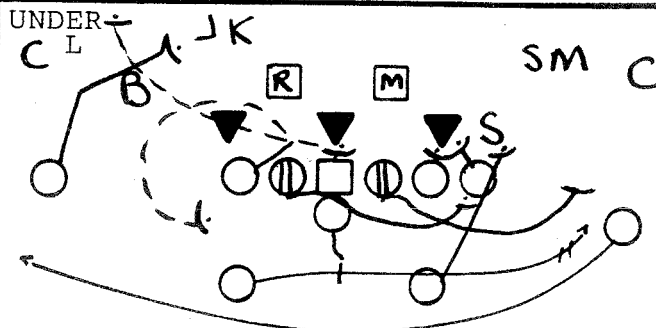
OVER



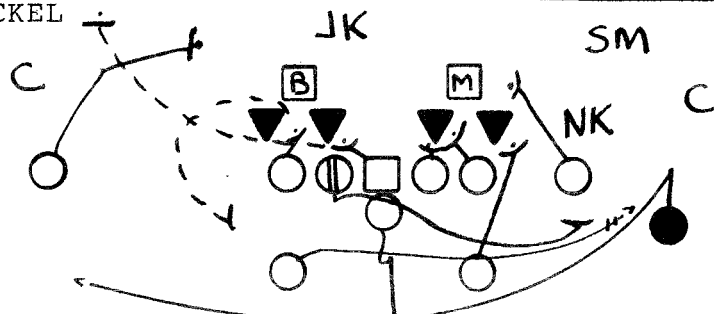
4LS



UNDER



40 NICKEL



SPREAD RT FK 80 BIM "Z" REVERSE

NICKEL RUNS

PLAY - FK 80/90 BIM  
Z REV.

Y # 80 BIM

ON T # 80 BIM

ON G # 80 BIM

CENTER # 80 BIM - RELEASE ONSIDE TO LEAD OR SEAL

OFF G # 80 BIM

OFF T # 80 BIM - RESPONSIBLE FOR D.E. TRAIL.

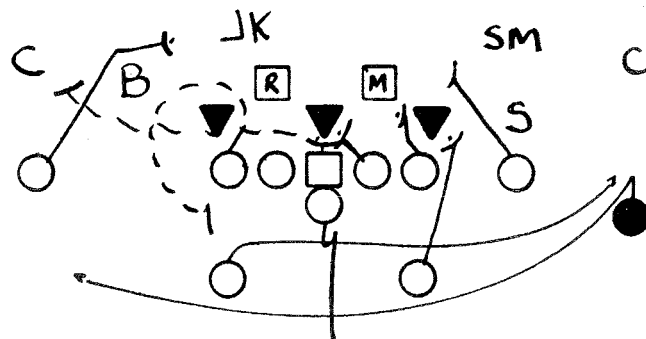
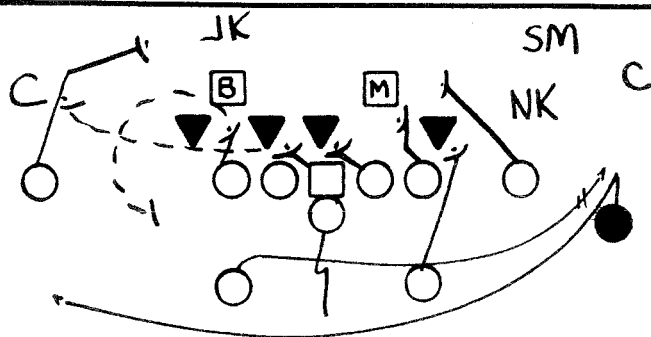
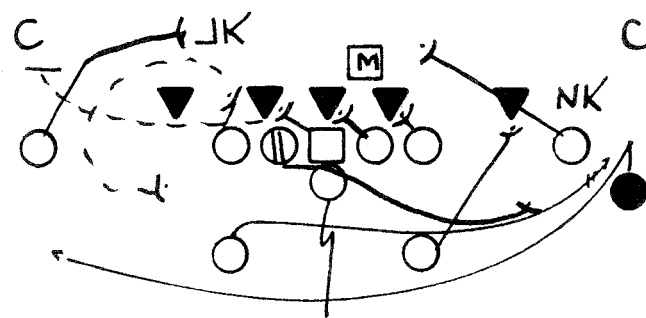
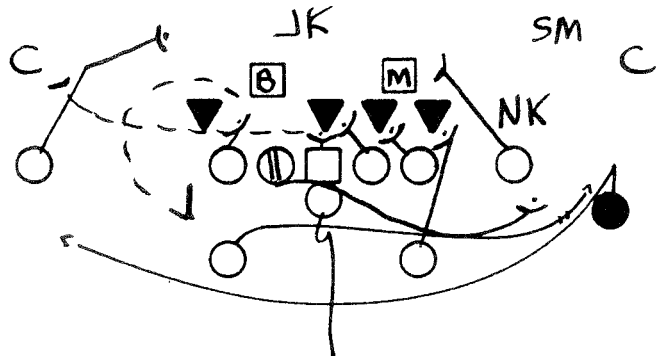
X DOWNFIELD #2

Z BALL CARRIER. DRIVE OFF L.O.S. 2 STEPS.

HB TAKE UNDERNEATH HANDOFF FROM QB. FAKE 80-90 BIM. GIVE TO "Z" ON REVERSE ROUTE.

FB BIM BLOCK DE.

QB USE UNDERNEATH HANDOFF TO HB.



SHORT YARDAGE/GOAL LINE  
RUNS



## SHORT YARDAGE AND GOAL LINE ATTACK

GENERAL STATEMENT

WE WANT TO TAKE ADVANTAGE OF THE STRENGTHS AND WEAKNESSES OF OUR OPPONENTS.

WE GENERALLY SPEAKING WANT TO RUN AT THEIR SOFTEST LINEMAN OR LINEBACKER.

BY THE USE OF FORMATIONS AND MOVEMENT, WE WOULD HOPE TO CREATE A SITUATION WHERE THEY HAVE POOR SUPPORT AT THIS POINT OR WE HAVE A CHANCE TO GET A HAT ON THEIR SUPPORT MAN.

WE LIKE TO TRAP OR WHAM DEFENSIVE LINEMEN WHO EXPLODE OFF THE LINE.

IF A LB OR DB KEEPS HIS EYES IN THE BACKFIELD AND IS A QUICK SUPPORT MAN WE HOPE TO BEAT HIM WITH PLAY ACTION PASSES.

WE WANT TO BE ABLE TO AUDIBLE SO THAT WHEN A TEAM TIPS ITS SLANT OR COVERAGE WE CAN TAKE ADVANTAGE OF THIS.

WE LIKE TO USE THE REACH BLOCK TECHNIQUE IF DEFENSIVE LINEMEN ARE READERS.

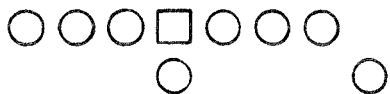
IF LBERS REACT TO THE FB ON LEAD BLOCKED PLAYS, WE WILL USE MIS-DIRECTION WITH THE TAIL BACK.

WE WILL USE MOTION AND SHIFTS IF THE SECONDARY HAS ANY PROBLEMS ADJUSTING TO THEM.

IF THE COVERAGE IS CONSISTANT, WE WILL ATTACK ITS WEAKNESSES.

NOTE: OUR TWO AUDIBLES FOR UNEXPECTED GAP DEFENSES ARE 10/11 FROM RED UNLESS WE HAVE A PLAY ON THAT BLOCKS GAP DEFENSES.

Brown



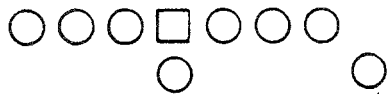
30 Dog	○	○	QB Sneak/Goose
50 Wham			10 Trap
70 George			20 Dog
Option 70			20 Counter
90 Toss			60 Under Pwr Trp
			80 F/Pwr F

Blue



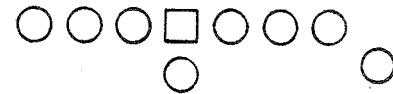
11 Trap	○	○	QB Sneak/Goose
30 Dog			20 Dog
30 Counter			40 Wham
90 F			40 Z Wham
			60 Pwr George
			80 Toss
			QB 80 G-O

Green



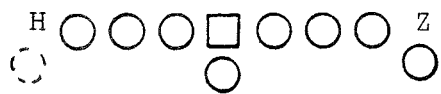
30 Counter	○	○	QB Sneak/Goose
90 F			20 Counter
Fk H 20 CTR			H 20 Counter
Z Arount LT			60 Lead
			80 Toss
			80 F/Pwr F

Red



Aud 11	○	○	QB Sneak/Goose
50 Pull Z Trp			Aud 10
90 F			40 Dive
			40 Wham
			40 Z Wham
			QB 80 G-O
			80 Bob S.Y.

Deuce-Y

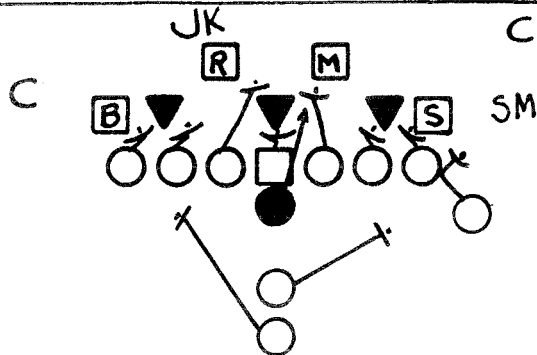


30 Dog	○	○	20 Dog
30 Counter			20 Counter
70 George			QB 80 G-O
90 Toss			

## SHORT YARDAGE/GOAL LINE RUNS

QB Sneak (Goose)  
10/11 Trap -- Audible  
20/30 Dog  
20/30 Counter  
40/50 Dive  
40/50 Wham/Z Wham  
40/50 Pull Z Trap  
60/70 Lead  
60/70 Under Pwr Trap  
60/70 George  
60/70 Power George  
80/90 Toss  
80/90 F/Naked  
80/90 Power F/Naked  
QB 80/90 Go  
Fake H 20/30 CTR Z Around  
Option 60/70  
80/90 Bob S.Y./Naked

30



**PLAY:** QB SNEAK. LT/RT DIRECTION WILL BE DETERMINED

**ALERT:** QB Goose. QB/CTR Sneak when defense does not account for A Gaps/ or is not set to play.

**Y** SEAL OFF INSIDE PENETRATION

**ON T** SEAL OFF INSIDE PENETRATION

**ON G** VS 30: CHECK DEPTH OF LBKR # MAN OVER YOU  
VS EVEN: GET HAT INSIDE DT - MAY GET CENTER HELP.

**CENTER** VS 30: # NT - MAY GET BACKSIDE HELP  
VS EVEN: CHECK DEPTH OF MLBKR # HIM - STEP PLAYSIDE

**OFF G** VS 30: STEP TO CENTER, SEAL OFF INSIDE PENETRATION  
VS EVEN: SEAL OFF INSIDE PENETRATION

**OFF T** SEAL OFF INSIDE PENETRATION

**X** - TITE - SEAL OFF INSIDE PENETRATION

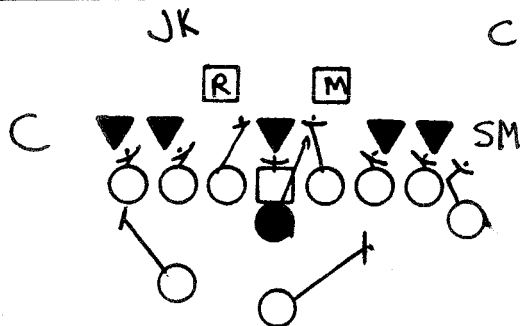
**Z** - TITE WING - SEAL OFF INSIDE PENETRATION

**HB** - SEAL OFF PENETRATION WEAK SIDE. BLUE FORMATION-SEAL YOUR SIDE.

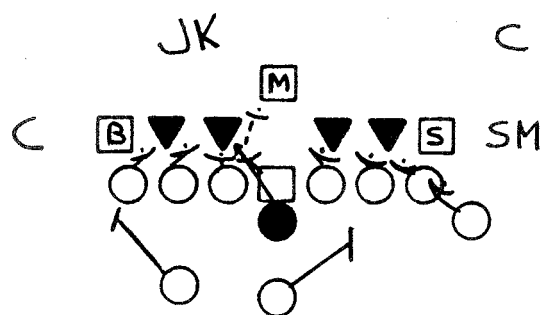
**FB** - SEAL OFF PENETRATION STRONG SIDE. BLUE FORMATION - SEAL YOUR SIDE.

**QB** - B.C. STEP DIRECTION CALLED

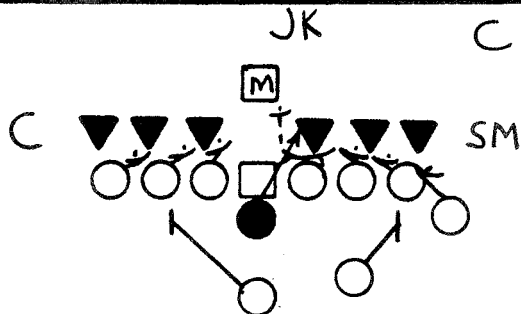
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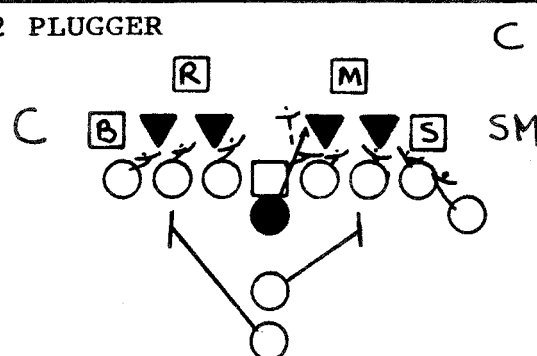
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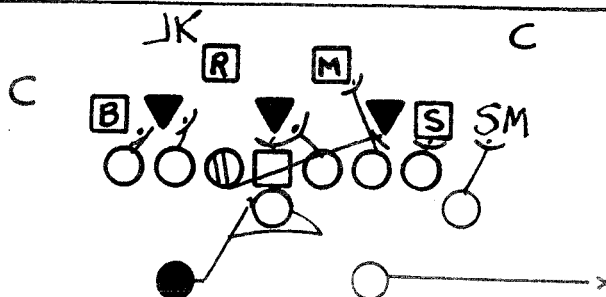
60



6-2 PLUGGER



30



Red RT H 10 Trap

PLAY: 10/11 Trap

Coaching Points:  
 Pulling Guard Run Good  
 Course to Make Proper  
 Reads.

**Y** TO YOU - BLOCK MAN OVER. AWAY - BLOCK MAN OVER YOU.

**ON T** EVEN: # MAN OVER. BUBBLE OVER YOU: # LBER.  
 POSS: "GREEN" CALL.

**ON G** EVEN: # MAC (RELEASE FOR MAC AROUND OR UNDER D.T.  
 BUBBLE OVER YOU: # DWN ON NT.

**CENTER** EVEN: # BACK (POSS: MAKE ODD CALL). UNDER: MAKE "OFF" CALL #  
 BACK. #): DBL TM. NT W/ON G.

**OFF G** TRAP FIRST MAN PAST CENTER ON L.O.S.  
 ALERT "GREEN" CALL: ALERT DE CROSS ON Ts FACE.

**OFF T** # MAN OVER YOU.

U-: # MAN OVER YOU.

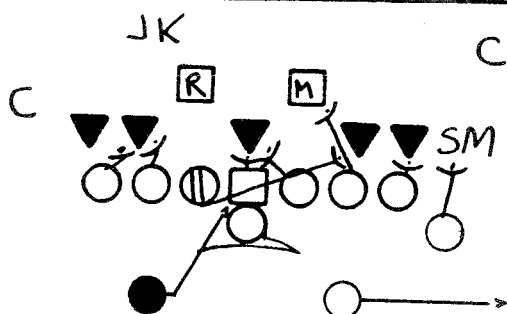
Z- # SAM

**HB** - BALL CARRIER - AIM FOR NEAR LEG OR CTR. GET IN TANDEM WITH  
 PULLING GURAD AND RUN OFF OF HIS BLOCK. BLOCKER-SEE FB RULES BE

**FB** BLOCKER-RELEASE OUTSIDE OF TE AND BLOCK.  
 SEE HB RULES ABOVE.

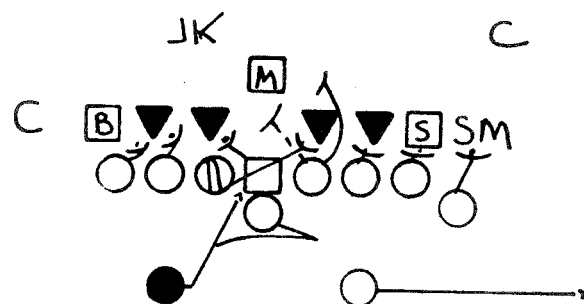
**QB** OPEN OUT FAKE TOSS ACTION HAND BACK TO BALL CARRIER.

52



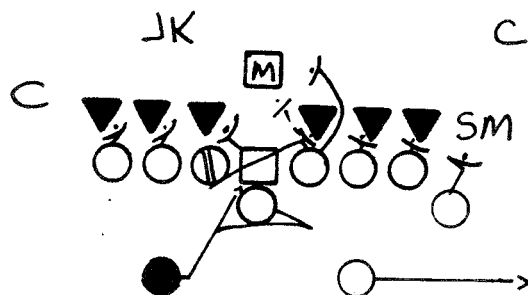
U RED RT F 10 TRAP

40



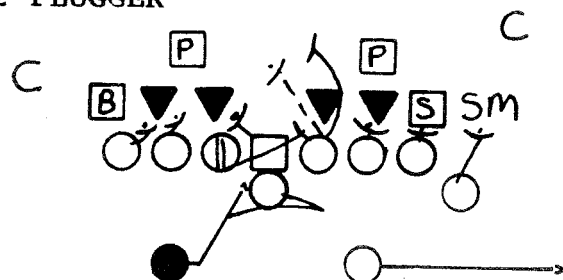
RED RT 10 TRAP

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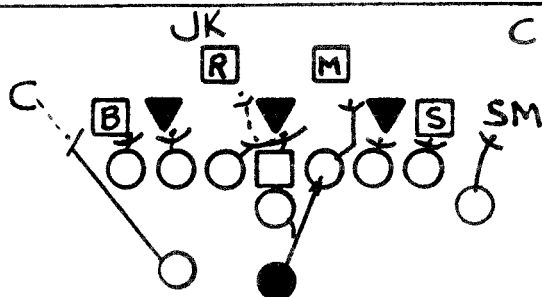
RR 10 TRAP

6-2 PLUGGER



RED RT H 10 TRAP

30



PLAY: 62 DOG

CP: O.L. GET HATS  
INSIDE AND ALLOW NO  
PENETRATION!

FB = HIT QUICK. LOOKIN  
FOR INCHES.

Y # MAN OVER. GET HAT INSIDE.

ON T # MAN OVER. GET HAT INSIDE. V. BUBBLE: ON G HELP W/DE PINCH.

ON G # MAN OVER. V. EVEN: DBL TM W/CENTER. V. BUBBLE: TAKE STEP TO DE.

CENTER V. EVEN: TAKE SLIP # STEP - WORK W/ON G. COVERED: # MAN OVER;  
OFF G UNCOVERED: USE SWAP # TECH.

OFF G # MAN OVER. UNCOVERED: USE SWAP # TECH W/CENTER.

OFF T # MAN OVER. GET HAT INSIDE.

X # MAN OVER. GET HAT INSIDE.

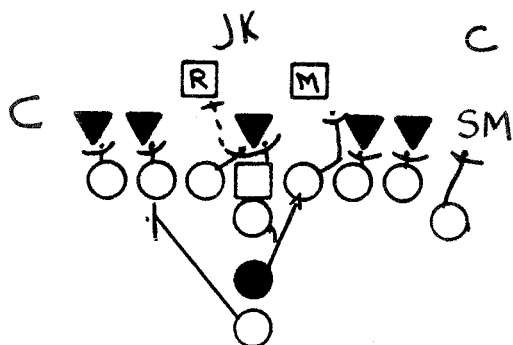
Z BLOCK MAN OVER - GET HAT INSIDE.

HB SEAL MAN OUTSIDE TE. GET HAT INSIDE.

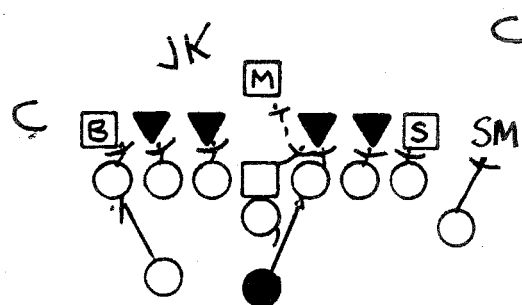
FB BALL CARRIER. AIM AT ONSIDE "G"s BUTT.

QB OPEN TO HOLE - HAND OFF.

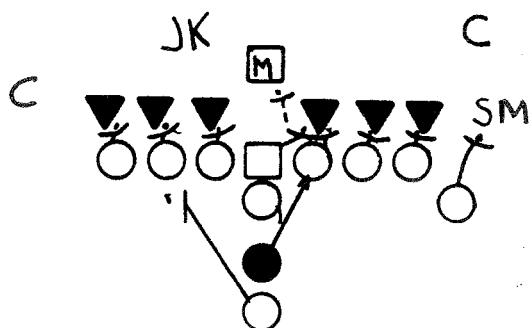
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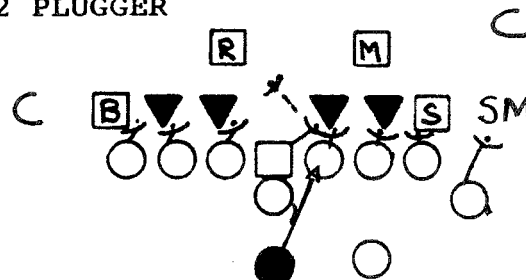
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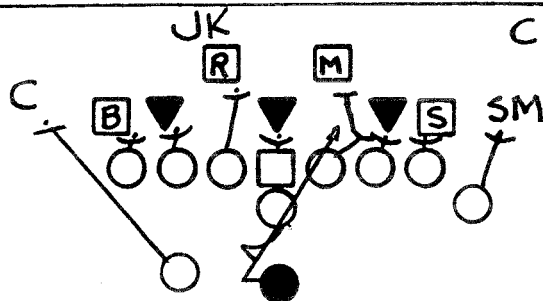
60



6-2 PLUGGER



30



PLAY: 20/30 COUNTER

GETS HATS INSIDE AND  
ALLOW NO PENETRATION

Y # MAN OVER. GET HAT INSIDE.

ON T # MAN OVER. GET HAT INSIDE. V. BUBBLE: ON G WILL HELP YOU W/DE PINCH

ON G # MAN OVER. V. EVEN: DBL TM W/CENTER. V. BUBBLE: TAKE STEP TO DE-  
ALERT FOR QUICK PINCH

CENTER V. EVEN: TAKE SLIP # STEP, WORK W/ON G. COVERED: # MAN OVER

OFF G # MAN OVER. GET HAT INSIDE.

OFF T # MAN OVER. GET HAT INSIDE.

X # MAN OVER. GET HAT INSIDE.

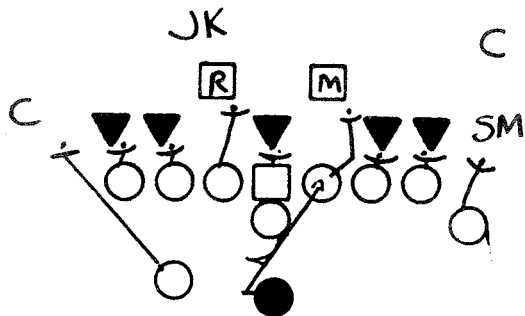
Z BLOCK MAN OVER - GET HAT INSIDE.

HB WALL WITH BACKSIDE TACKLE

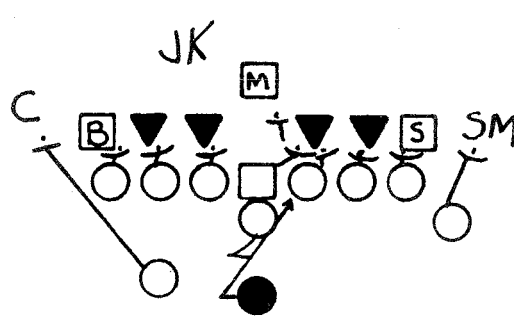
FB BALL CARRIER. TAKE QUICK JAB. AIM AT ONSIDE "G"s BUTT

QB REVERSE PIVOT. HAND BACK TO BC.

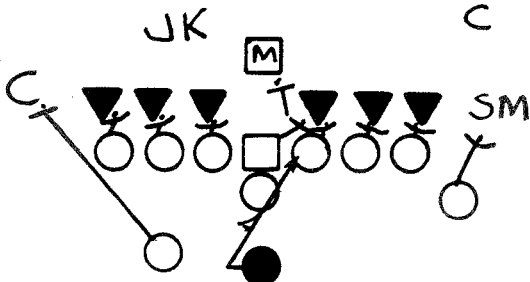
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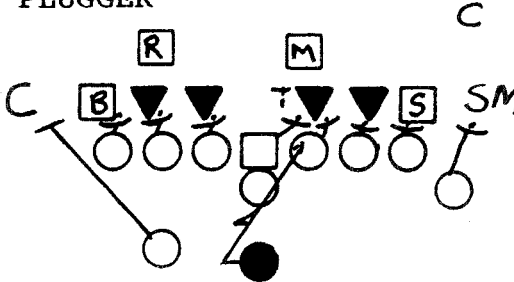
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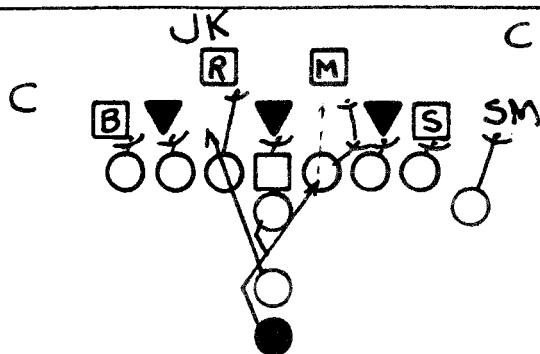
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6-2 PLUGGER



30



PLAY: H 20/30 COUNTER

CP: GET HATS INSIDE  
AND ALLOW NO PENETRATI

HB - VS ODD FRONT,  
PREPARE TO RUN OFF C'S  
BLOCK. VS EVEN FRONT,  
RUN OFF G'S BLOCK.

Y # MAN OVER. GET HAT INSIDE.

ON T # MAN OVER. GET HAT INSIDE. V BUBBLE: ON G WILL HELP YOU W/DE PINCH

ON G # MAN OVER. V. EVEN: DBL TM W/CENTER. V. BUBBLE: TAKE STEP  
TO DE - ALERT FOR QUICK PINCH.

CENTER V. EVEN: TAKE SLIP # STEP, WORK W/ON G. COVERED: # MAN OVER

OFF G # MAN OVER. GET HAT INSIDE.

OFF T # MAN OVER. GET HAT INSIDE.

X # MAN OVER. GET HAT INSIDE

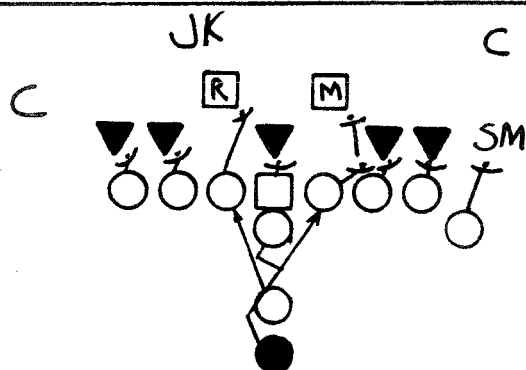
Z BLOCK MAN OVER - GET HAT INSIDE.

HB START AT BACKSIDE GUARD - ON SECOND STEP BREAK AT ONSIDE  
GUARD'S BUTT.

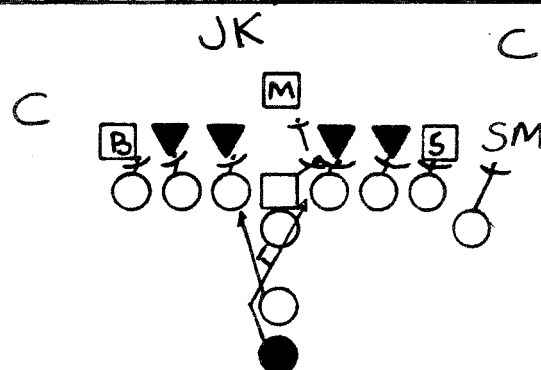
FB FAKE OVER BACKSIDE GUARD.

QB OPEN TO FB, MAKE FAKE, HAND OFF TO HB. HB WILL COME OVER  
THE TOP OF QB.

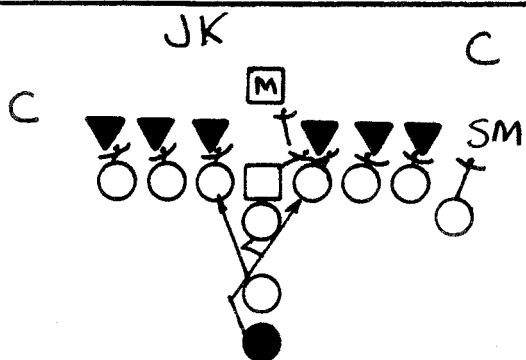
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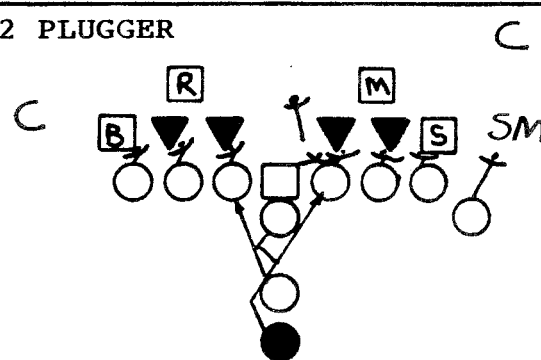
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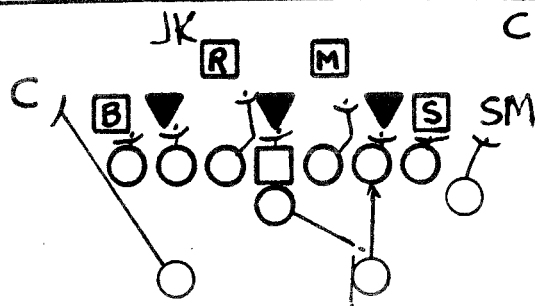


6-2 PLUGGER





30

**PLAY:** 40/50 DIVE

C.P.S. O LINE EXPLODE  
OFF BALL - MAN BLOCK  
PLAY.

RED RT F 40 DIVE

**Y** BLOCK MAN OVER YOU. PROTECT PLAYSIDE. BACKSIDE.

**ON T** BUBBLE OVER O.G., MIKE # W/O.G.  
ALL OTHER FRONT MAN #.

**ON G** BUBBLE OVER YOU, MIKE # W/O.T.  
ALL OTHER FRONT MAN #.

**CENTER** BACKSIDE O.G. UNCOVERED, SWAP # W/BACKSIDE O.G.  
ALL OTHER FRONTS, MAN BLOCK

**OFF G** V. BUBBLE OVER YOU. SWAP WALL W/CENTER  
ALL OTHER FRONTS MAN #.

**OFF T** # MAN OVER YOU

U # MAN OVER YOU

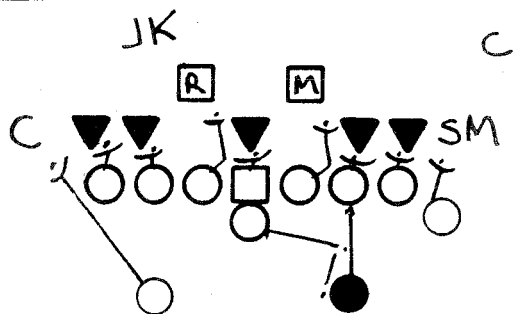
Z # SAM

**HB** BLOCK BUCK - VS U FORMATION BLOCK #1 D.F.

**FB** RUNNER AIMING POINT IS BUTT OF O.T. VS. 30 DEF, ALERT FOR OG &  
OT TO MIKE BLOCK. RUN UP BEHIND THIS BLOCK. VS 40 LOOK, RUN OF  
OF OTs BLOCK. BLOCKER - SEE HB RULES ABOVE.

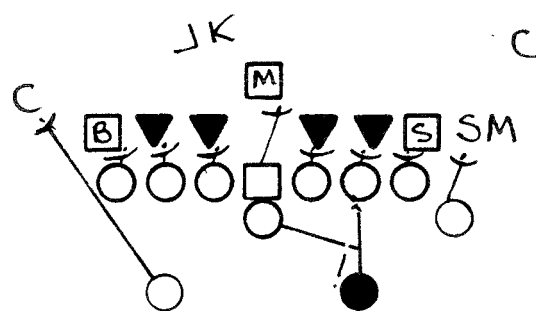
**QB** OPEN OUT, GET BALL TO BACK AS DEEP AS POSSIBLE.

52



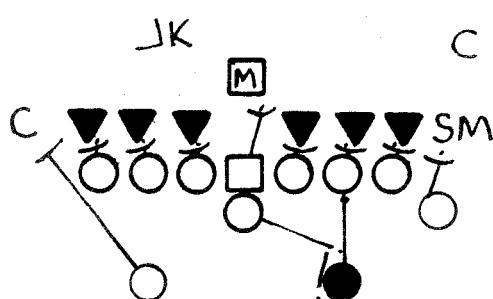
RR F 40 DIVE

40



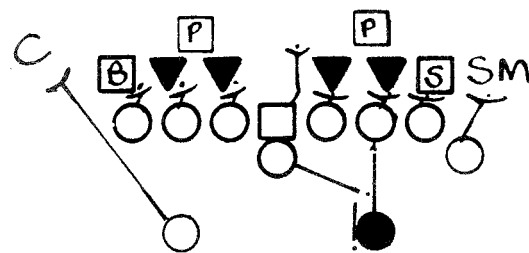
RR F 40 DIVE

60

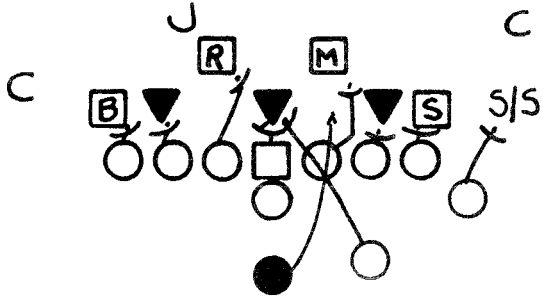


RR F 40 DIVE

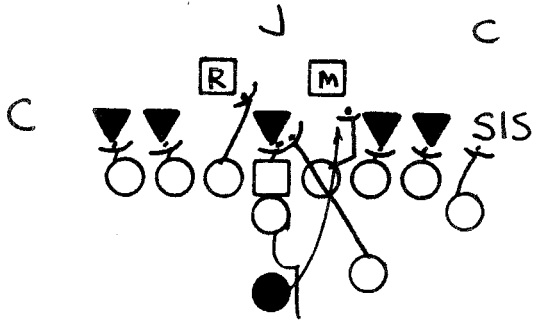
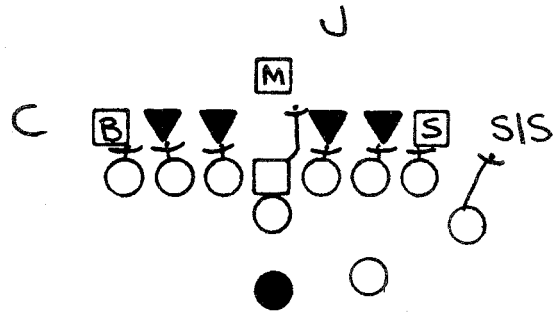
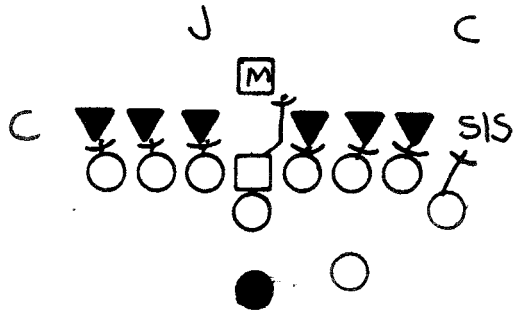
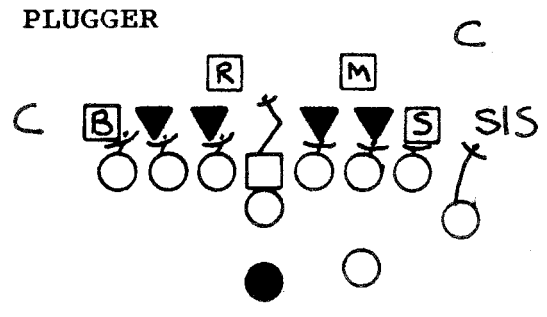
6-2 PLUGGER



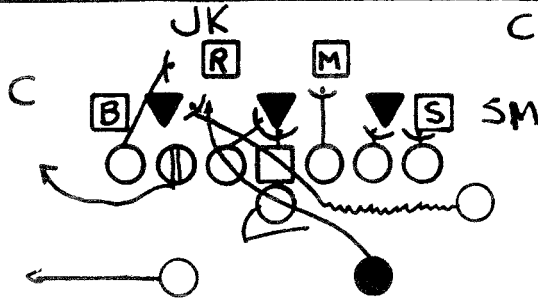
RR F 40 DIVE

<div style="display: flex; justify-content: space-between;"> <span>30</span> <span>J C</span> </div> 	<p><b>PLAY:</b> F 40/50 WHAM          FB - BALL CARRIER          HB - MUST BE QUICK TO          TARGET O.L. VS EVEN, LE.          MUST GET LEVERAGE WITH          YOUR BLOCKS          Z WHAM PUTS HB ON FORCE</p>
--	--

<b>Y</b>	# MAN OVER - GET HAT INSIDE.
<b>ON T</b>	# MAN OVER. GET HAT INSIDE. V. BUBBLE: ON G WILL HELP YOU W/DE PINCH
<b>ON G</b>	# MAN OVER. V. EVEN: DBL TM W/F.B. V. BUBBLE: TAKE STEP TO DE - ALERT FOR QUICK PINCH.
<b>CENTER</b>	V. EVEN: TAKE SLIP # STEP, #LBER COVERED: # MAN OVER. V. 30;52 EXPECT FB HELP ON NT.
<b>OFF G</b>	# MAN OVER - GET HAT INSIDE.
<b>OFF T</b>	# MAN OVER - GET HAT INSIDE
<b>X</b>	# MAN OVER - GET HAT INSIDE
<b>Z</b>	TO: BLOCK MAN OVER - GET HAT INSIDE. AWAY: SEAL ON MAN OVER
<b>HB</b>	WHAM ON NT. MUST CHEAT UP SLIGHTLY IN ALIGNMENT. ALERT EVEN--L. ALERT - POSSIBLE CHANGE FORMATION.
<b>FB</b>	BALL CARRIER. AIM AT OUTSIDE GUARD'S BUTT. MUST TIME IT SO THAT BLOCKER CLEARS. ALERT-POSSIBLE CHANGE FORMATION.
<b>QB</b>	REVERSE PIVOT. MUST HAVE SECURE HAND OFF.

<div style="display: flex; justify-content: space-between;"> <span>52</span> <span>J C</span> </div> 	<div style="display: flex; justify-content: space-between;"> <span>40</span> <span>J</span> </div> 
<div style="display: flex; justify-content: space-between;"> <span>60</span> <span>J C</span> </div> 	<div style="display: flex; justify-content: space-between;"> <span>6-2 PLUGGER</span> <span>C</span> </div> 

30



PLAY: 40/50 PULL Z TRAI

"Z" TIMING FOR  
SNAPPING BALL.

**Y** ONSIDE: ONSIDE O.G. COVERED. # MAN ON YOU. ONSIDE O.G. UNCOVERED (30,52) # INSIDE LBER. BACKSIDE: # MAN

**ON T** PULL - # ANYBODY THAT CROSSES YOUR FACE - USE PITCH TECH.

**ON G** V. EVEN: MLBER - # MLBER, 62 PLUGGER: RELEASE AROUND D.T. # MDM. V. 30, 52, DBL TM # W/CENTER

**CENTER** V. EVEN: # BACK - DBL TM W/OFF G. V. 62 PLUGGER: USE "COW" TECH. V. 30, 52: DBL TEAM #W/ON G

**OFF G** V. EVEN: # MAN OVER - DBL TM #W/CENTER. V. 62 PLUGGER # MAN OVER. V. 30, 52: # LBER OVER YOU.

**OFF T** # MAN OVER YOU.

**X** ONSIDE: ONSIDE O.G. COVERED # MAN ON YOU. ONSIDE O.G. UNCOVERED (30,52) # INSIDE LBER. BACKSIDE, # MAN.

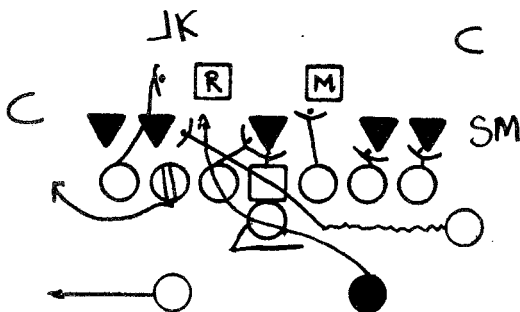
**Z** TRAP 1st MAN PAST C ON L.O.S.

**HB** FAKE PITCH

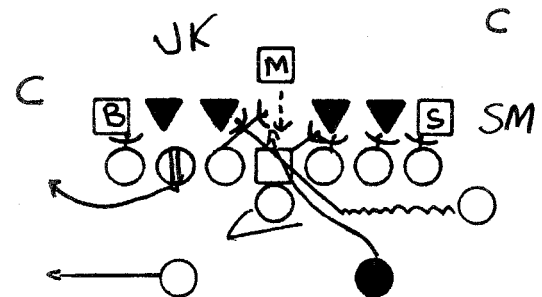
**FB** BALL CARRIER. STEP UP - GET IN TANDEM WITH TRAPPER

**QB** FAKE FLIP. UNDERNEATH HAND OFF

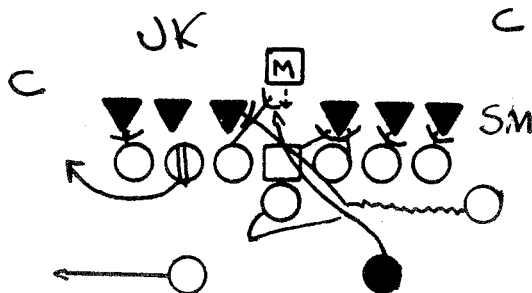
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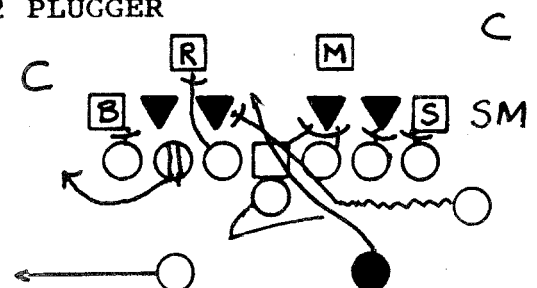
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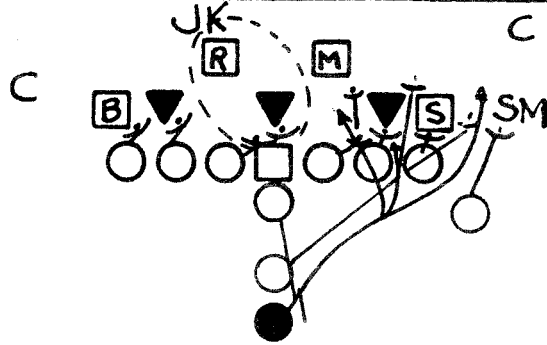
60



6-2 PLUGGER



30



PLAY: 60/70 Lead

C.P: COMBINATION LEAD,  
SLANT TO  
PLAY.

Y

ON SIDE # MAN OVER YOU. PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION. BACKSIDE, BUT OFF #.

ON T

V. 30; 52, # MAN OVER YOU, O.G. WILL HELP ON PINCH  
V. EVEN, USE POWER DOUBLE SLIP TECH.

ON G

V. 30; 52, USE 60/70 Belly #ING TECH  
V. EVEN, USE POWER. DBL SLIP TECH

CENTER

V. 30; 52. USE 60/70 Belly SWAP # TECH.  
V. EVEN, USE PWR. DBL. SLIP TECH (ALERT LBER)

OFF G

V. 30; 52, USE 60/70 Belly SWAP # TECH.  
V. EVEN, # MAN OVER YOU.

OFF T

# MAN OVER YOU

X

ON SIDE, # MAN OVER YOU. PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION. BACKSIDE, CUT OFF #.

Z

ON SIDE, # SIS (FORCE)  
BACKSIDE, SEAL OFF (FORCE)

HB

START DOWN HILL, PREPARED TO BREAK INSIDE OR OUTSIDE OF "Y"s  
BLOCK. TAKE THE FIRST CRACK THAT DEVELOPS. THE CRACK MAY BE

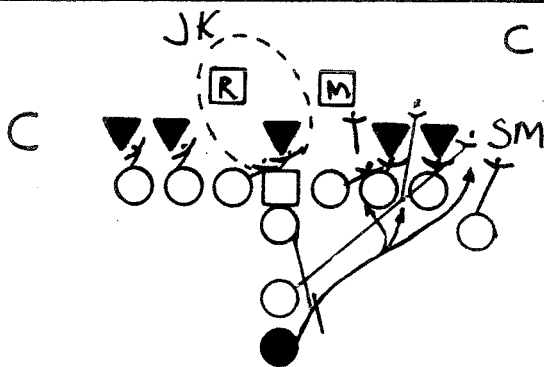
FB

RELEASE AIMING FOR INSIDE LEG OF Y. TURN UP FIELD  
INSIDE OR OUTSIDE OF "Y". BLOCK FIRST COLOR.

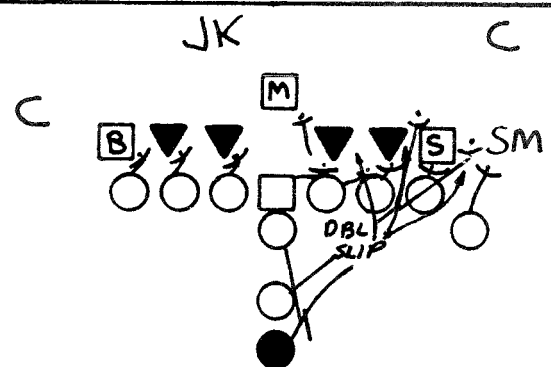
BACK INSIDE

QB OPEN, GET THE BALL TO QB AS DEEP AS POSSIBLE.

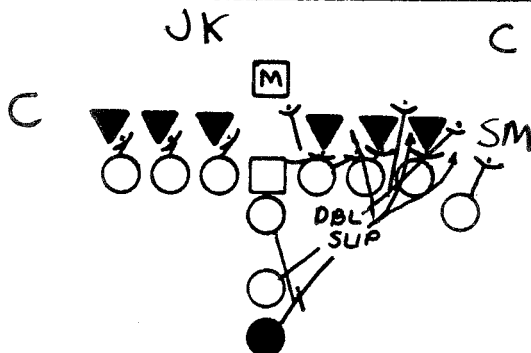
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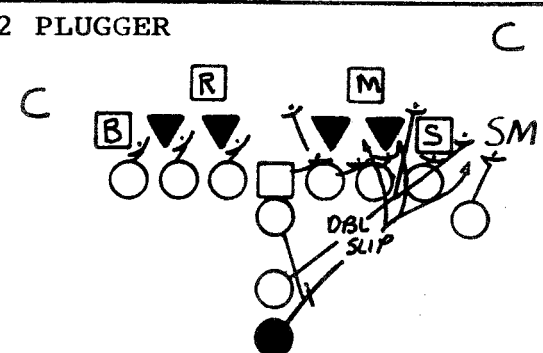
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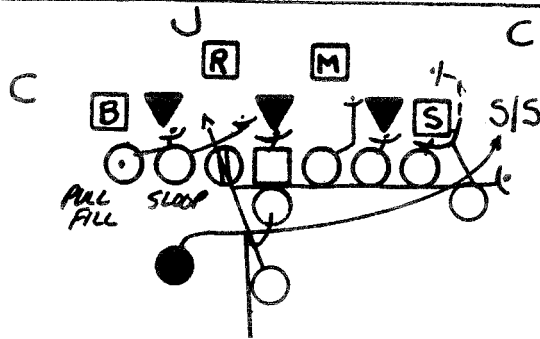
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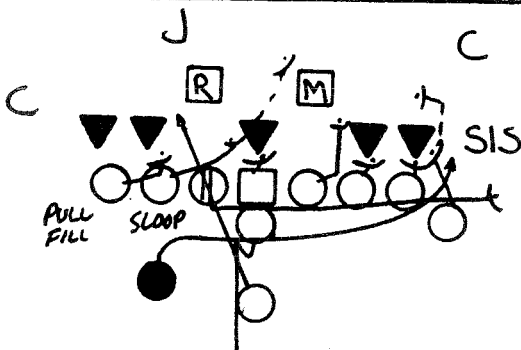
6-2 PLUGGER



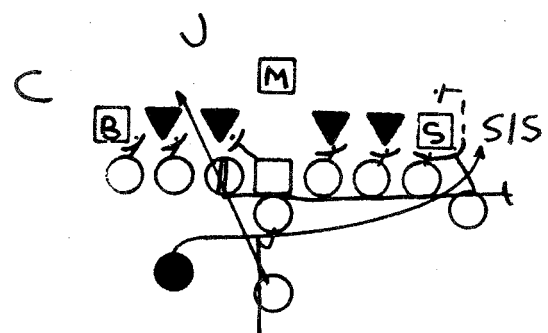
30

**PLAY:** UNDER 60/70 PWR TESP: Good V. 62  
Plugger**Y** DBL TM W/Z ON MAN OVER YOU**ON T** # MAN OVER YOU.**ON G** # MAN OVER YOU. USE MIKE # TECH WHEN UNCOVERED.**CENTER** COVERED, # MAN. UNCOVERED, # BACK**OFF G** PULL - TRAP END MAN ON L.O.S. (FORCE)**OFF T** PULLING OG UNCOVERED, SLOOP #.  
COVERED, PULLING OG COVERED CUT OFF # DE.**X** TITE PULLING OG UNCOVERED, PULL FILL  
PULLING OG COVERED, CUT OFF #.**HB** RUN POWER TRAP. ALERT UNDERNEATH HAND OFF. USING TIMING STEP FORWARD TO ALLOW FB TO CLEAR.**FB** FAKE OVER OUTSIDE LEG OF BACKSIDE GUARD. RELEASE QUICKLY TO ALLOW FOR HB COMING AFTER YOU.**QB** OPEN TO FB AND FAKE. CONTINUE BACK AND HAND OFF TO HB COMING UNDERNEATH.

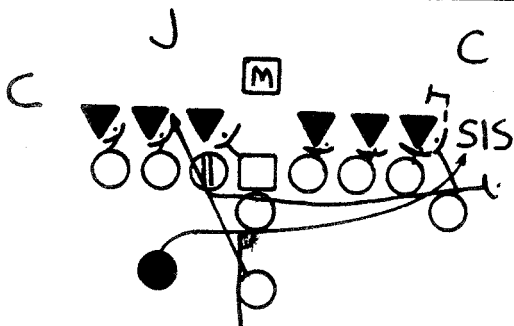
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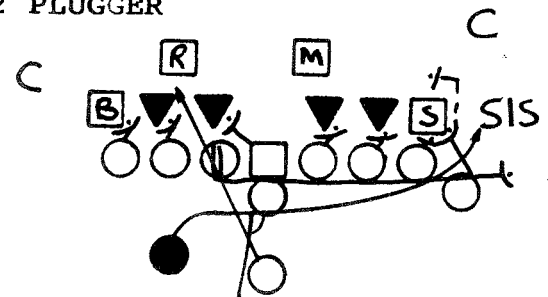
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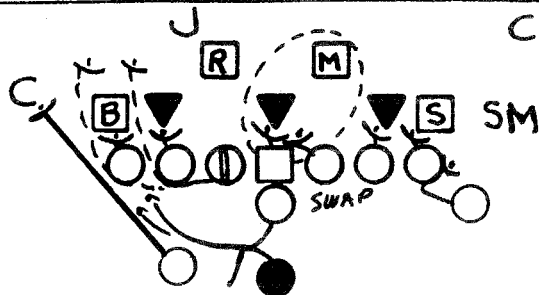
60



6-2 PLUGGER



30



PLAY: 60/70 GEORGE

Y AND ON OT. PUT HAT SQUARE IN CROTCH OF MAN OVER YOU.

**Y** ONSIDE: # MAN OVER - PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION. BACKSIDE: V.EVEN: SWOOP #. V. ODD (30,52)#MAN OVER.

**ON T** # MAN OVER - PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION V. 62 PLUGGER: POSS. DBL. SLIP.

**ON G** PULL - READ TE'S BLOCK - LOOK FOR INSIDE LBER. B. 62 PLUGGER: POSS DBL. SLIP

**CENTER** V. EVEN: PULL FLAT - REACH # DT-CUT HIM. V. ODD (30,52):SWAP #

**OFF G** V. EVEN: SWOOP #. V. ODD (30,52): SWAP # W/CENTER

**OFF T** V. EVEN: SWOOP #. V. ODD (30,52): # MAN OVER.

**X** ONSIDE: # MAN OVER - PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION. BACKSIDE: V.EVEN: SWOOP #. V.ODD: # MAN OVER.

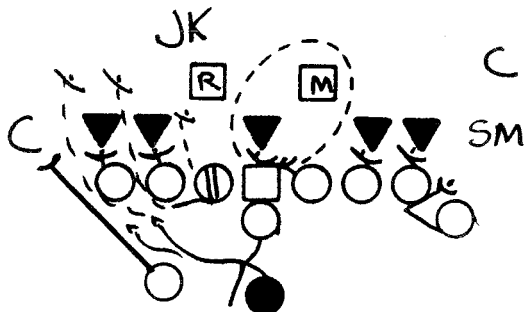
**Z** BLOCK MAN OVER - PUT HAT INSIDE. SWOOP # V. EVEN FRONT

**HB** BLOCK 1st MAN OUTSIDE Y'S BLOCK. STAY UP ON THE BLOCK. DO NOT ALLOW THE MAN ACCESS TO THE BALL.

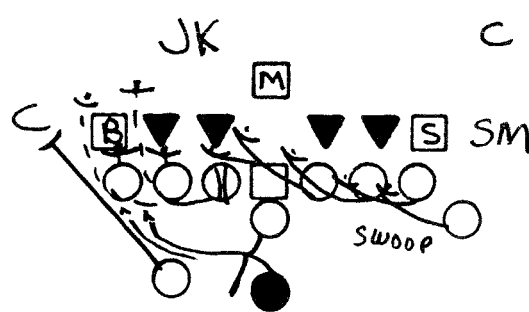
**FB** BALL CARRIER. MESH WITH QB ON SECOND STEP. TURN UP WITH THE GUAR STAY WITH PULLING GUAR

**QB** REVERSE OUT, HAND OF TO FB.

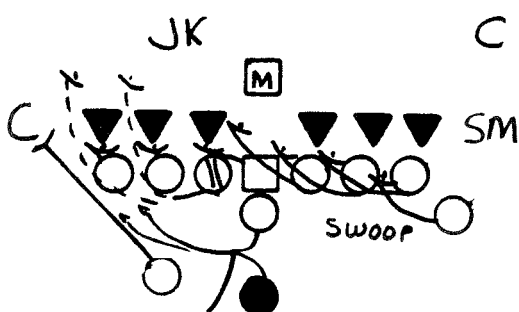
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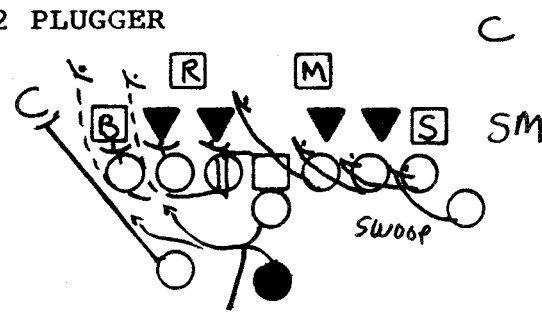
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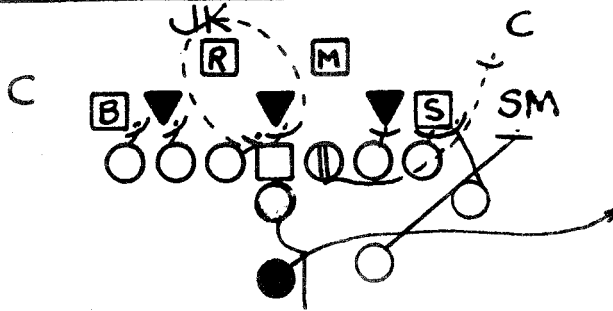
60



6-2 PLUGGER



30

**PLAY:** 80/90 POWER GEORGE

CP: Y AND ON O.T. DON'T ALLOW PENETRATION

FB - STEP UP &amp; MESH WITH QB FOR HAND OFF.

**Y**

ON SIDE: # MAN OVER, DBL TM. W/Z

BACKSIDE: V. EVEN: SWOOP #. V. ODD (30,52): # MAN OVER.

**ON T**# MAN OVER - PUT HAT SQUARE IN CROTCH - DON'T ALLOW PENETRATION.  
V. 62 PLUGGER: POSS: DBL. SLIP**ON G**

PULL-READ TE'S BLK - LOOK FOR INSIDE LBER. V. 62 PLUGGER: POSS DBL. SL

**CENTER**

V. EVEN: PULL FLAT-REACH # DT- CUT HIM. V. ODD (30,52): SWAP #.

**OFF G**

V. EVEN: SWOOP #. V. ODD (30,52): SWAP # W/CENTER

**OFF T**

V. EVEN: SWOOP #. V. ODD (30,52): # MAN OVER

**X**

ON SIDE: # MAN OVER, DBL TM W/Z.

BACKSIDE: V. EVEN: SWOOP #. V. ODD (30,52): # MAN OVER.

**Z**

DOUBLE TEAM W/Y.

**HB**

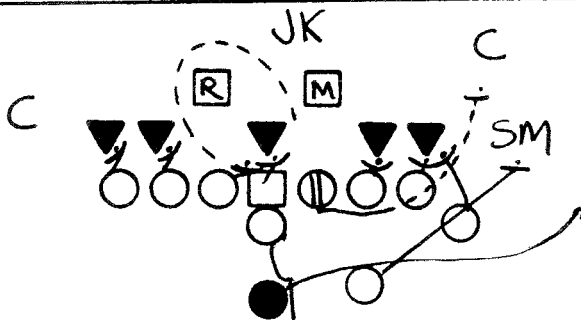
BLOCK 1ST MAN OUTSIDE DBL TEAM. HOOK THE DEFENDER IF POSSIBLE, IF NOT, RUN HIM DOWN OR KICK HIM OUT.

**FB**

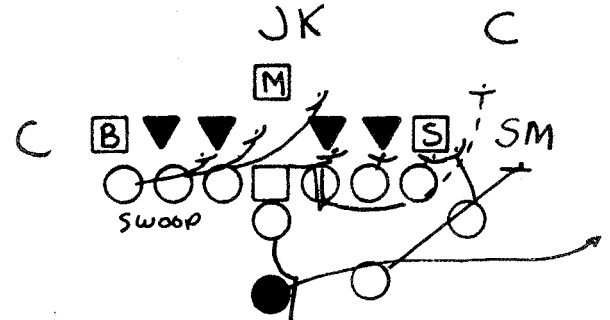
GET OUTSIDE OF HB BLOCK IF POSSIBLE, IF NOT TURN UP INSIDE OF HB'S BLOCK.

**QB** REVERSE PIVOT - HAND OFF TO FB

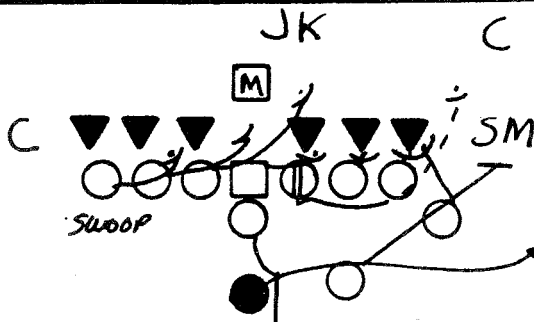
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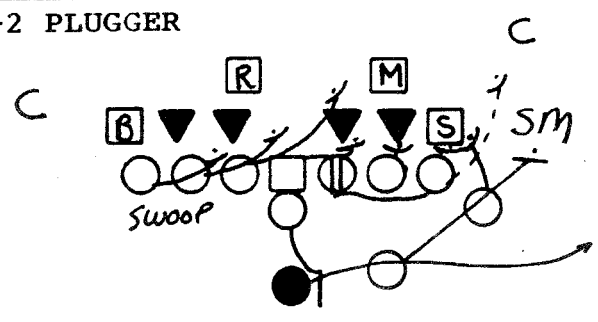
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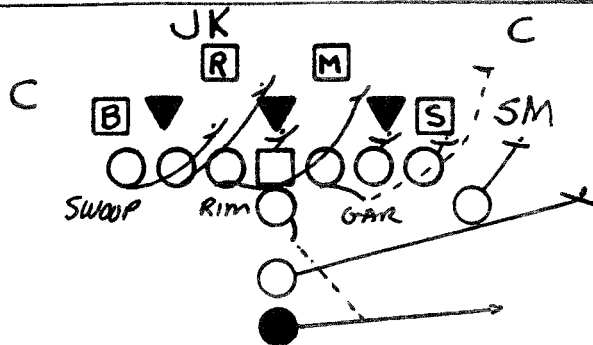
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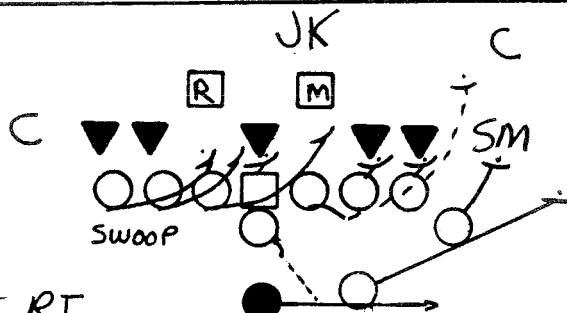
6-2 PLUGGER



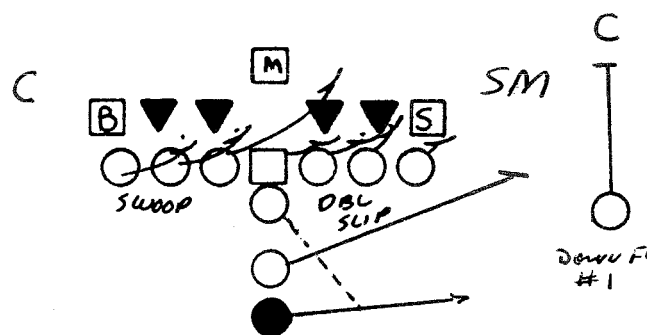
30

**PLAY:** 80/90 TOSSBACKSIDE KNOW WHEN TO  
SWOOP BLOCKCAN RUN 80/90 TOSS FROM  
BLUE WITH SAME BLOCKING**Y** # MAN OVER.**ON T** # MAN OVER. V. BUBBLE OVER ON G: GAR # OR SLIP #. POSS: DBL SLIP**ON G** # MAN OVER. V. EVEN: SLIP # W/CENTER, "GEROGE" CALL, PULL -  
# LBER TO YOUR SIDE (EX. 62 PLUGGER) POSS: DBL SLIP.**CENTER** V. EVEN: SLIP # W/ON G. (POSS: PULL) V. 30,52: RIM # OR SWAP #  
V. 62 PLUGGER PULL - FLAT CUT DT. IF "GEORGE" CALL.**OFF G** V. EVEN: SWOOP #. V. 30, 52: RIM**OFF T** V. EVEN: SWOOP #. V 30, 52: SLOOP**X** SWOOP #.**Z** BLOCK STRONG SAFETY.**HB** BALL CARRIER - KEY PERIMETER BLOCKS. SPRINT-STRETCH THE  
DEFENSE. BLUE FORMATION-BLOCK FIRST DEFENDER OUTSIDE OF "Z"s  
BLOCK. "Z" SPLIT, BLOCK FORCE.**FB** BLK FIRST DEFENDER OUTSIDE OF "Z"s BLOCK. VS "Z" SPLIT, BLK**QB** FRONT OUT TOSS TO BALL CARRIER ~~80/90 TOSS~~ <sup>FORCE 80/90 TOSS = BC</sup>

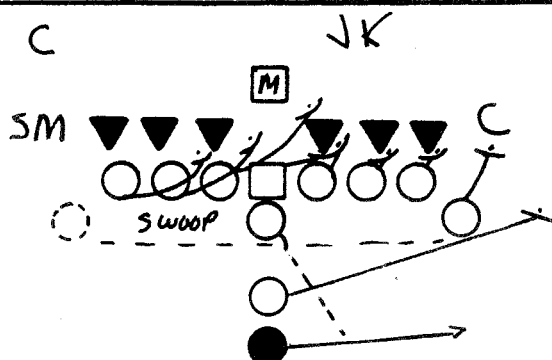
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BLUE RT  
68 TOSS

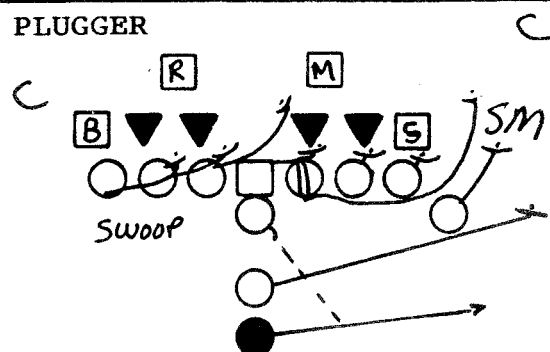
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Drew F  
#1

60

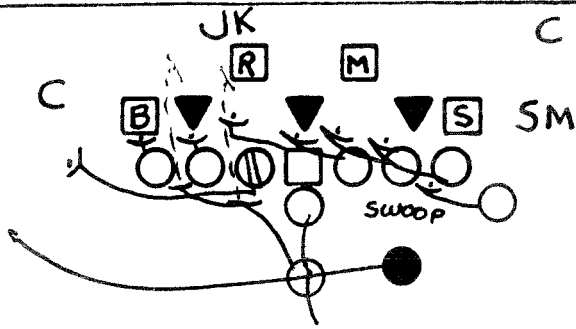


6-2 PLUGGER





30



PLAY: 80/90 F

UNDERSTAND GUARD-CENTER  
AREA CONCEPT. Y'S BLOCK  
BIG ONE!!

QB ALERT--NAKED CALL

Y # MAN OVER - NO PENETRATION - STAY ON HIM.

ON T # MAN OVER - PUT HAT SQUARE IN CROTCH.

ON G PULL - # FIRST FORCE. (EXPECT QK. FORCE)

CENTER V. EVEN: PULL FLAT - REACH # DT - CUT HIM  
V. ODD (30,52): # AREA BETWEEN YOU AND ON T.

OFF G V. EVEN: SWOOP #. V. ODD (30,52): SWOOP # (PULL PAST NT)

OFF T SWOOP #

X SWOOP #

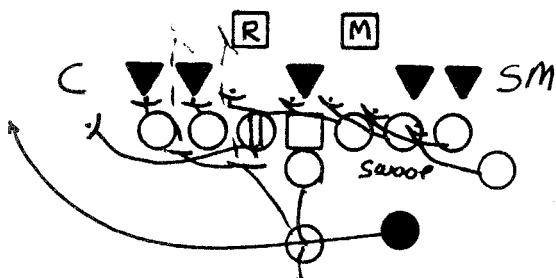
Z BLOCK MAN OVER - PUT HAT INSIDE.

HB BALL CARRIER.

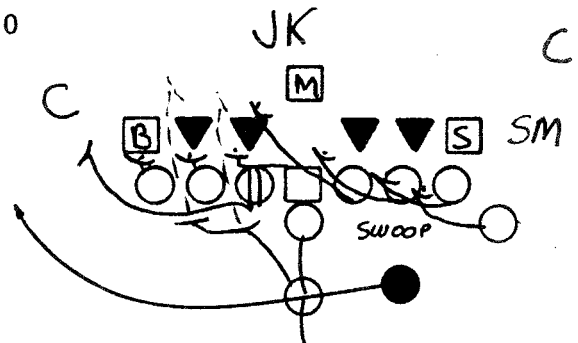
FB MIRROR MLB (ALB) FROM OT-TE GAP OUT.

QB OPEN TO HOLE HAND BALL TO H

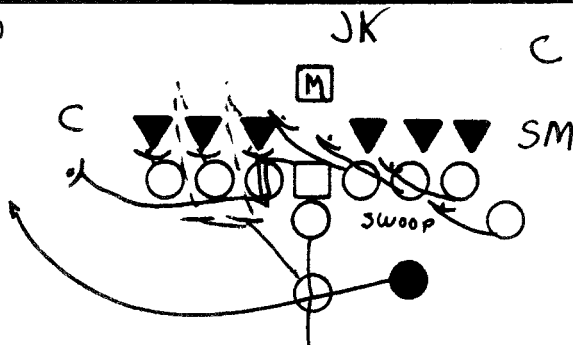
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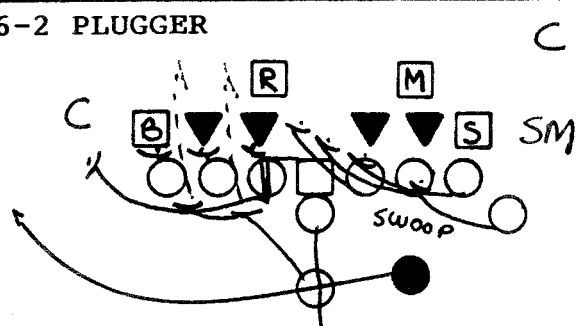
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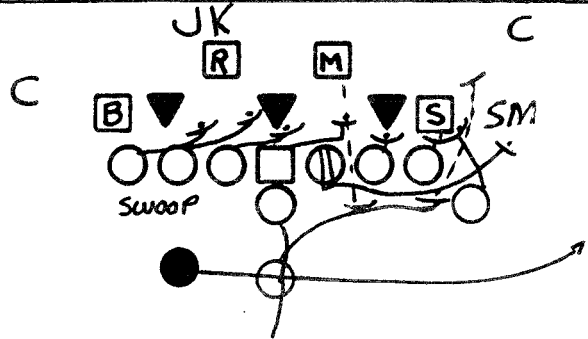
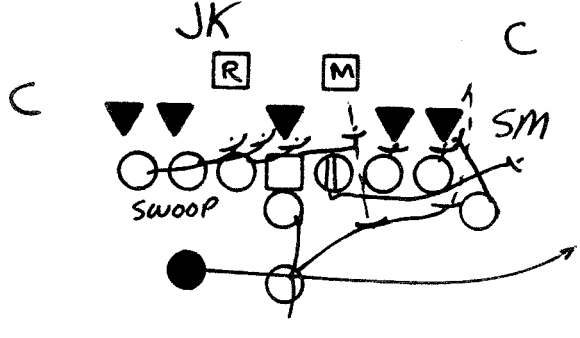
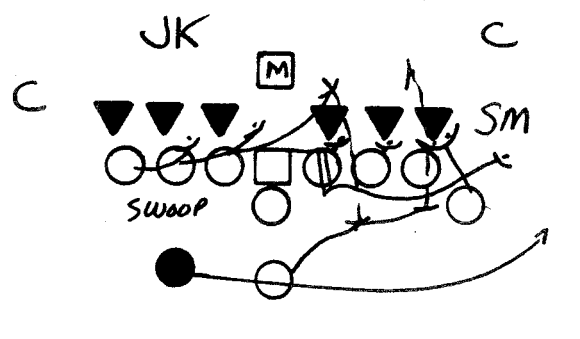
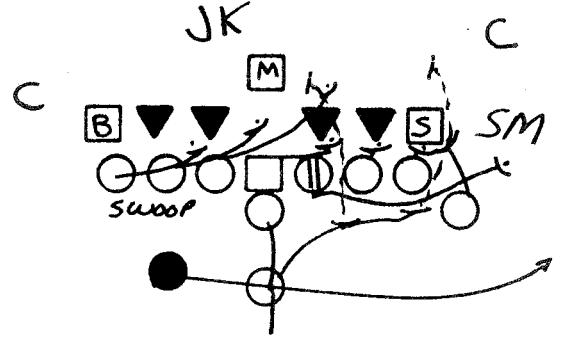
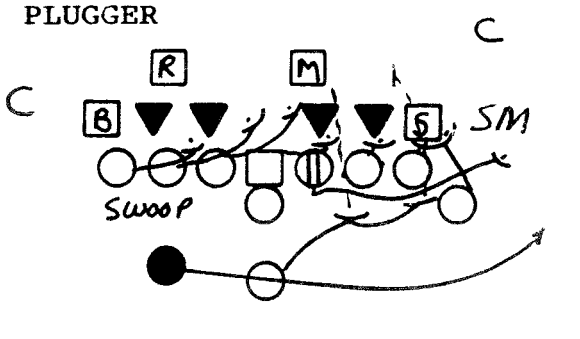


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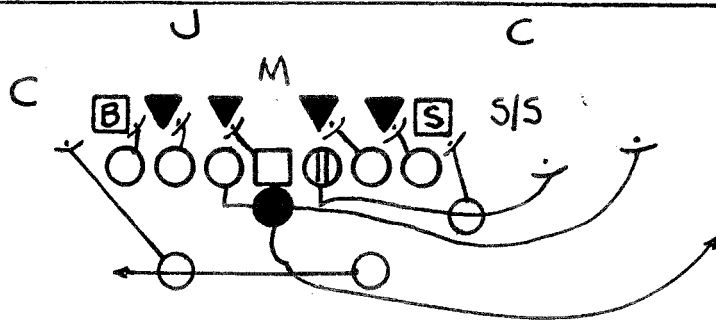


6-2 PLUGGER



<p>30</p> 	<p>PLAY: 80/90 POWER F</p> <p>UNDERSTAND GUARD-CENTER AREA CONCEPT.</p> <p>QB ALERT--NAKED CALL</p>
<p>Y # MAN OVER - DBL TM W/Z</p>	<p>ON T 3 MAN OVER - PUT HAT SQUARE IN CROTCH</p>
<p>ON G PULL - # FIRST FORCE (EXPECT QK. FORCE).</p>	<p>CENTER V. EVEN: PULL FLAT - REACH # DT - CUT HIM V. OFF (30,52) # AREA BETWEEN YOU AND ON T.</p>
<p>OFF G V. EVEN: SWOOP #. V. ODD (30,52): SWOOP # (PULL PAST NT)</p>	<p>OFF T SWOOP #.</p>
<p>X SWOOP #</p>	<p>Z DOUBLE TEAM W/Y.</p>
<p>HB BALL CARRIER.</p>	<p>FB MIRROR MLB FROM OT-TE GAP OUT.</p>
<p>QB OPEN TO HOLE HAND TO HB</p>	<p>52</p> 
<p>60</p> 	<p>40</p>  <p>6-2 PLUGGER</p> 

30



PLAY: QB 80/90 G-O

CP: GOOD V. EVEN FRONTS

Y # DOWN

ON T # DOWN

ON G PULL LOG 1ST FORCE

CENTER # BACK

OFF G PULL # 2ND FORCE

OFF T # MAN OVER YOU.

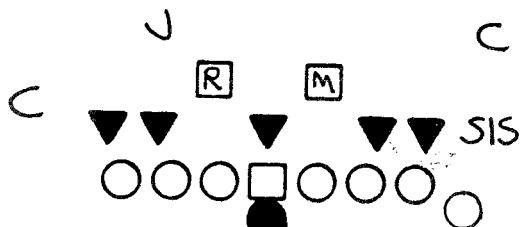
X TIGHT # MAN OVER YOU - CUT OFF BLOCK

HB FAKE 18/19 BOB OPPOSITE THE CALL.

FB FAKE 18/19 BOB OPPOSITE THE CALL.

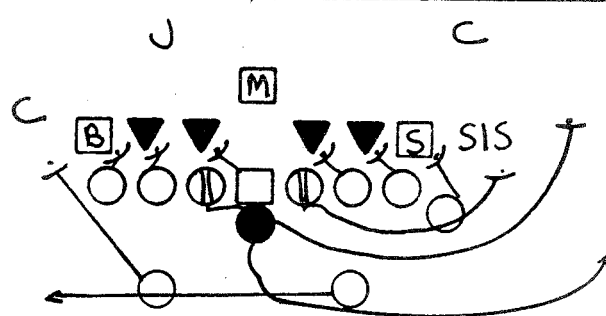
QB FAKE 18/19 BOB OPPOSITE THE CALL. QB WILL KEEP WITH THE CALL.

52

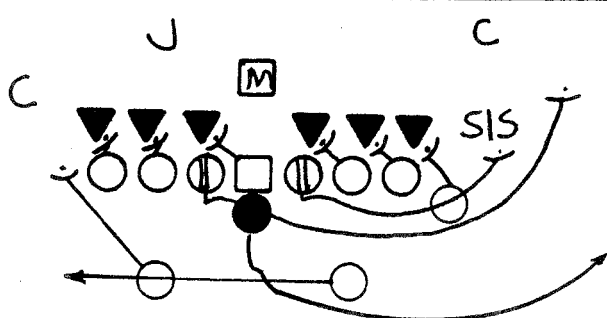


RUN V. EVEN FRONTS

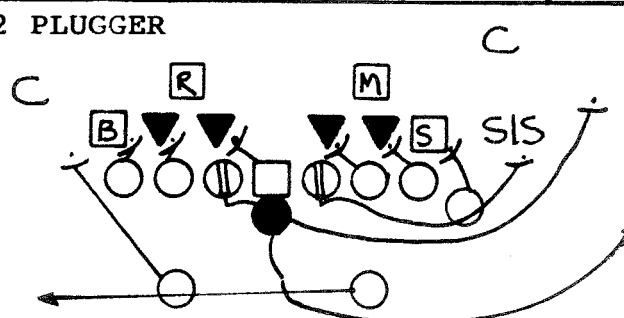
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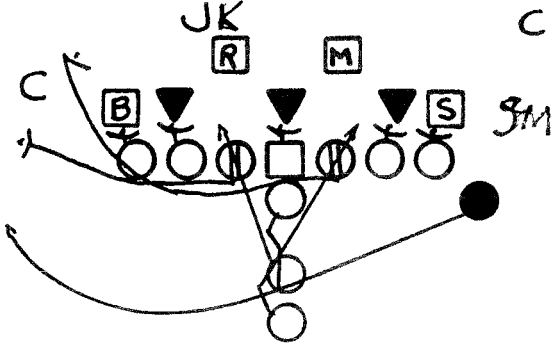


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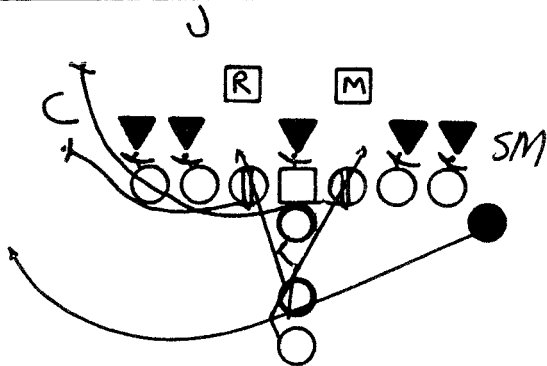
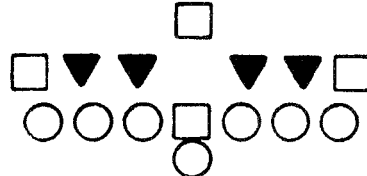


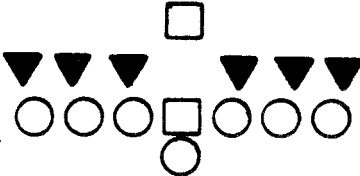
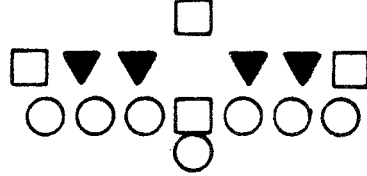
6-2 PLUGGER



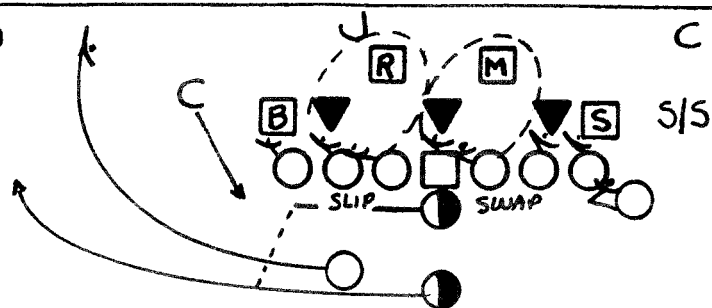
<p>30</p> 	<p><b>PLAY:</b> FK. H 20/30 CTR Z Around LFT/RT.</p> <p><b>CP:</b> Only Good V. 30; 52 Def.</p>
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<b>Y</b>	# MAN OVER YOU. BACKSIDE CUT OFF
<b>ON T</b>	# MAN OVER YOU. NO PENETRATION - SELL COUNTER PLAY.
<b>ON G</b>	PULL - KICK OUT FORCE - EXPECT QUICK FORCE
<b>CENTER</b>	# MAN OVER YOU. NO PENETRATION
<b>OFF G</b>	PULL - RUN POWER COURSE
<b>OFF T</b>	# MAN OVER YOU. BACKSIDE CUT OFF.
<b>X</b>	# MAN OVER YOU. NO PENETRATION - USE REACH TECH.
<b>Z</b>	BALL CARRIER
<b>HB</b>	FAKE HB COUNTER AT 2/3
<b>FB</b>	FAKE HB COUNTER AT 2/3. CHEAT UP IN ALIGNMENT. MUST HURRAY TO MAKE ROOM FOR BACKSIDE GUARD PULLING.
<b>QB</b>	FAKE HB COUNTER AT 2/3. HAND OFF TO "Z" ON REVERSE.

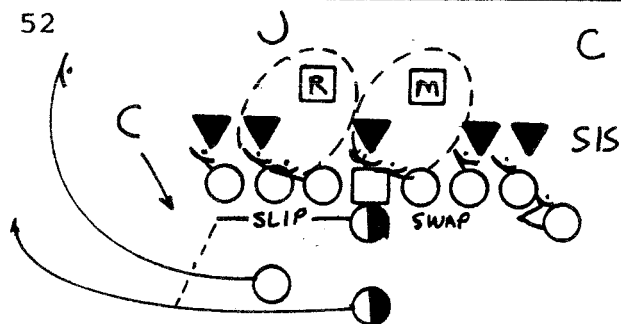
<p>52</p> 	<p>40</p> 
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<p>60</p> 	<p>6-2 PLUGGER</p> 
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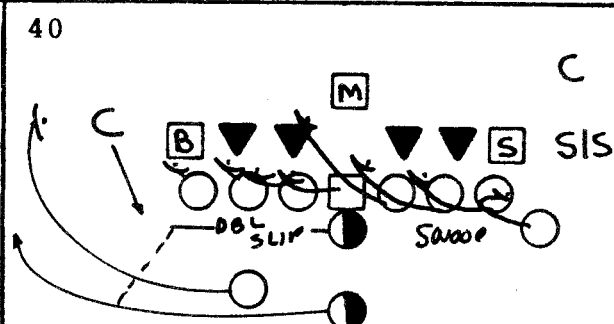
30

**PLAY:** OPTION 60/70**CP:****FB:** TAKE UP SLACK ON ANYONE ATTEMPTING TO GET TO BALL CARRIER.**HB:** KEEP EYES ON QB'S PITCH HAND.**Y** V. 30; 52, # MAN OVER V. 40; 60; 62 PLUGGER, SWOOP #.**ON T** V. 30; 52, SLIP # V. 40; 60; 62 PLUGGER, SWOOP #.**ON G** V. 30; 52, SLIP # V. 40; 60; 62 PLUGGER, DBL. SLIP #.**CENTER** V. 30; 52, SWAP # V. 40; 60; 62 PLUGGER SLIP #.**OFF G** V. 30; 52, SWAP # V. 40; 60; 62 PLUGGER SWOOP #.**OFF T** V. 30; 52, # MAN OVER YOU. V. 40; 60; 62 PLUGGER, SWOOP #.**X** TITE - REACH BLOCK MAN OVER YOU (POSS: TRIPLE SLIP#.)**HB** RELEASE Laterally FROM YOUR POSITION - TAKE AN ARCED COURSE 10 to 12 YDS OUTSIDE OF THE "U" POSITION. PREPARE TO BLOCK ANYONE ATTEMPTING TO GET THRU YOU TO BALL CARRIER.**FB** Release laterally from your position and get to a position on the outside hip of the HB. Expect the pitch from the QB.**QB** Release laterally down L.O.S. Option first man outside of "U" BLOCK.

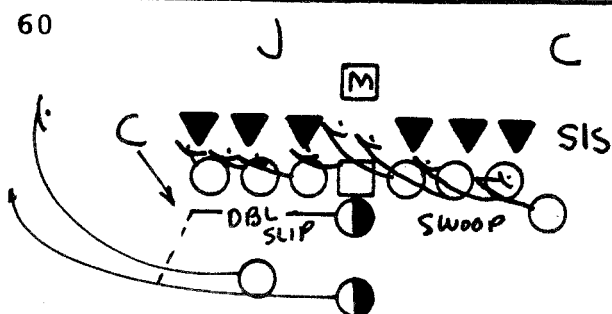
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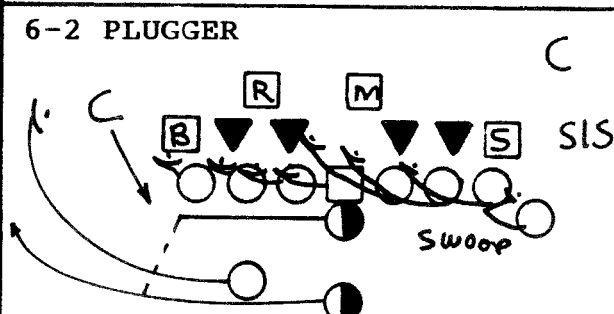
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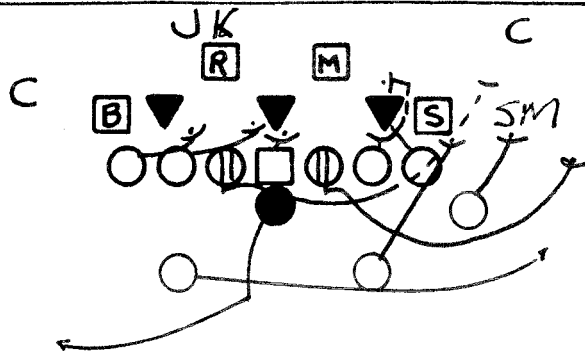
60



6-2 PLUGGER



30



**PLAY.** 80/90 BOB S.Y.  
KEEP

CP: RUN 80/90 BOB  
BACKSIDE O.T. AND X  
SWOOP TECH.

QB: ALERT NAKED CALL

Y # 80/90 BOB

ON T # 80/90 BOB

ON G # 80/90 BOB

CENTER # 80/90 BOB

OFF G # 80/90 BOB

OFF T SWOOP # TECH (ALERT CENTER #ING BACK V. EVEN).

X SWOOP # TECH (ALERT CENTER #ING BACK V. EVEN).

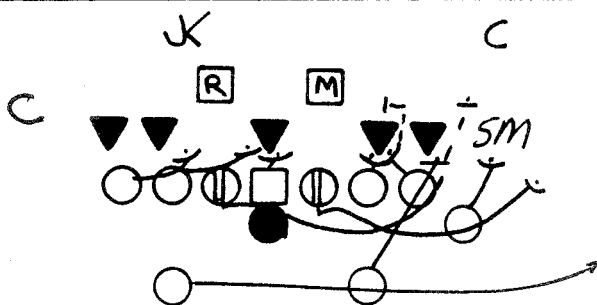
Z # STRONG SAFETY

HB 80/90 BOB

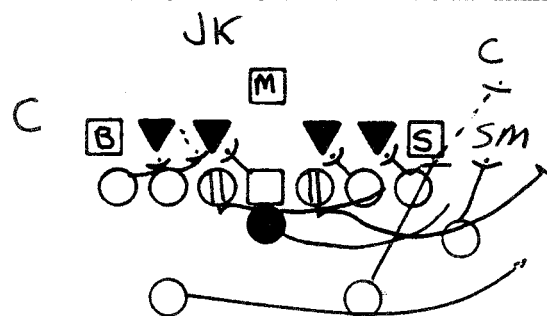
FB FAKE 80/90 BOB. BOB BLOCK STUB.

QB FAKE 80/90 BOB. RUN IT.

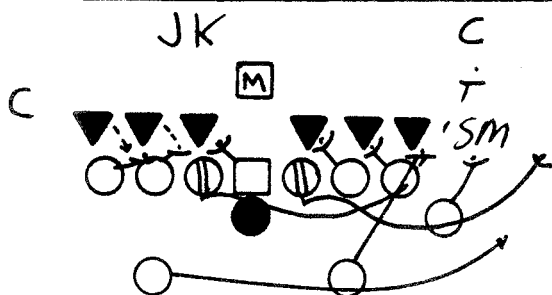
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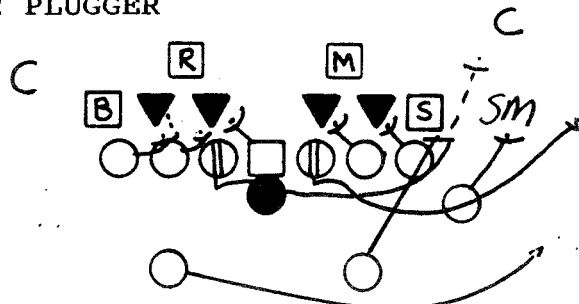
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60



6-2 PLUGGER



SHORT YARDAGE/GOAL LINE  
PASSES

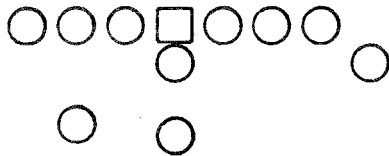
SHORT YARDAGE/GOAL LINE PASSES

Roll 60/70 Check 101  
Roll 60/70 Check 011  
Roll 60/70 Check 071  
Roll 60/70 Check 018  
Roll 60/70 Blunt 718  
Roll 60/70 Blunt 107  
Roll 60/70 Blunt 018 B Swing  
Roll 60/70 Blunt 0"0"06 A Go  
R.P. 40/50 Lead 101/104 Angle  
R.P. 40/50 Pull Z Trap -- Automatic Pattern  
Roll Pick 037/055  
Boot 706/706 A Shoot  
Boot Pick 037 B Shoot  
Sprint Full Check Pick 017  
Waggle Y Hide/807 B Shoot/207 B Shoot  
Keep RT/LT Run-it 708  
Naked RT/LT Fk 60/70 Ld 017



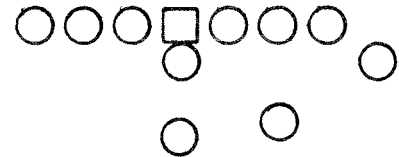
SHORT YARDAGE/GOAL LINE PASSES

Brown



Roll 70 Chk 011      Roll RT Pk 037  
 Roll 70 Chk 018      Roll RT 055  
 Roll 70 Blnt 718  
 Boot LT 706/706 A Shoot

Blue



Roll LT 706      Roll 60 Chk 101  
 Roll 60 Chk 071  
 Roll 60 Blnt 107  
 Roll 60 Blnt 018 B  
 Boot RT Pk 037 B Sl  
 Boot RT Pk 072  
 Waggle RT 207 B Sh

Green



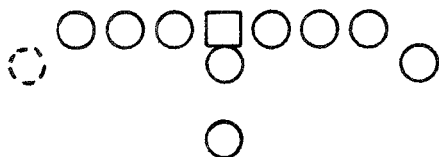
Boot LT 706      R.P.40 Ld 101  
 KP LT Run-it 708      R.P.40 Ld 104 Angle  
 Boot RT Pk 037/072  
 Waggle RT 807 B Sht  
 Nkd Fk 60 Ld 017

Red



Roll LT 706      Roll RT Pk 037  
 R.P. 50 Pull Trap      Roll RT 055

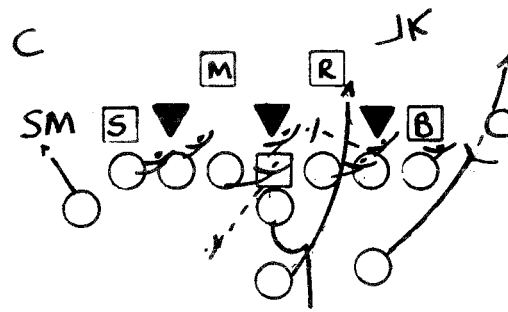
Deuce Y



Roll 60 Blnt 0"0"6 A-Go  
 Waggle RT Y Hide

Aggressive Gap Protection  
Onside Back Check  
Force.

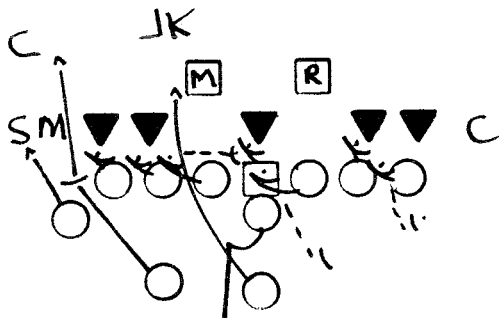
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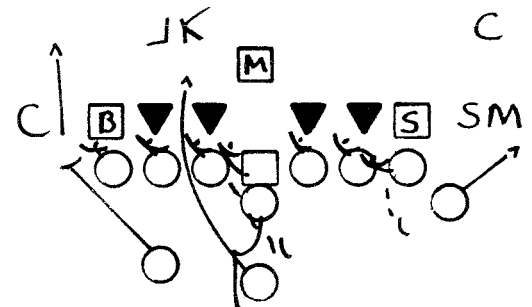
O.L. Sell 60/70 Blunt  
QB: Fake 60

POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		BLOCK ROLL PROTECTION
RT. GUARD		BLOCK ROLL PROTECTION
LT. GUARD		BLOCK ROLL PROTECTION
RT. TACKLE		BLOCK ROLL PROTECTION
LT. TACKLE		BLOCK ROLL PROTECTION
Y		ONSIDE - BLOCK END MAN ON L.O.S. BACKSIDE - BLOCK ROLL PROTECTION
HB/RB		CHECK CORNER BACK, RELEASE ON ROUTE
FB		FAKE 60-70 BLUNT FULL SPEED

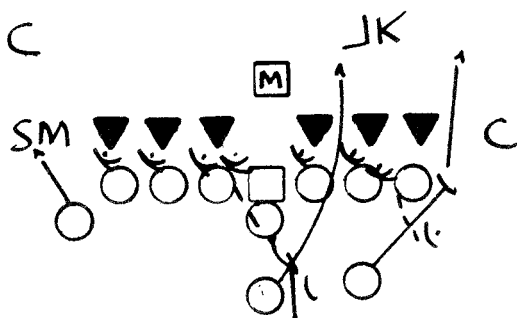
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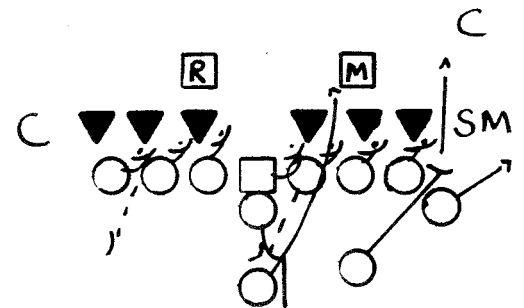
40



60



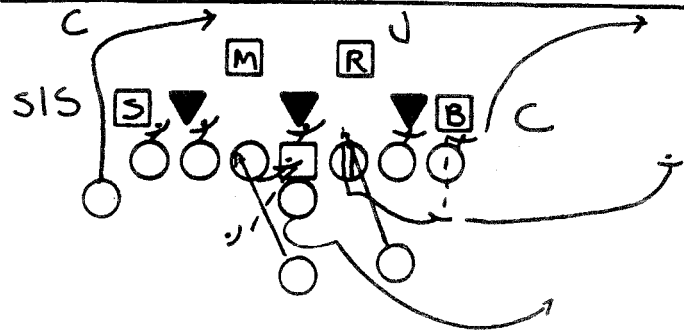
6-2 Plugger



**PROTECTION:** SHT. YDG/  
GOAL LINE Boot RT/LT

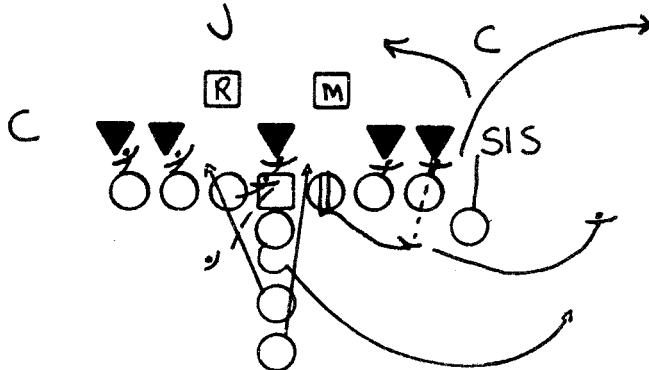
30

QB: Reverse Pivot -  
Make a Token Fake

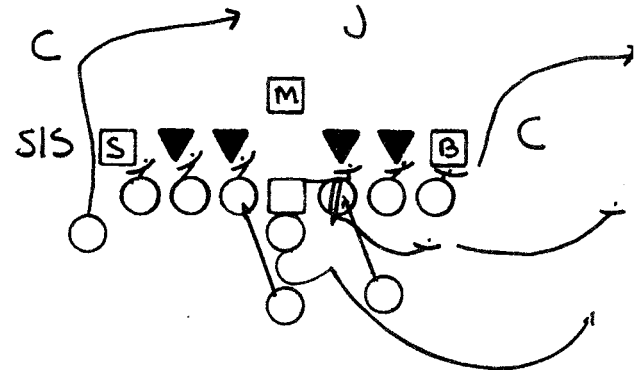


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		V. EVEN: REACH DT. COVERED: # NT
RT GUARD		PULL - PICK-UP MDM. YOU ARE PERSON PROTECTOR FOR THE QB.
LFT GUARD		V. EVEN: STEP PLAYSIDE GAP - # MAN OVER YOU UNCOVERED: STEP PLAYSIDE GAP - ALERT NT. SLANT
RT TACKLE		# MAN OVER - PROTECT PLAYSIDE GAP
LFT TACKLE		# MAN OVER - PROTECT INSIDE GAP
Y		ONside: SLAM MAN OVER - RELEASE TO PATTERN BACKside: # MAN OVER
HB		FAKE OVER FRONT GUARD. RESPONSIBLE FOR ANY BLITZES YOUR SIDE.
FB		FAKE OVER BACKSIDE GUARD - RESPONSIBLE FOR ANY BLITZES FROM G-C GAP OUT.

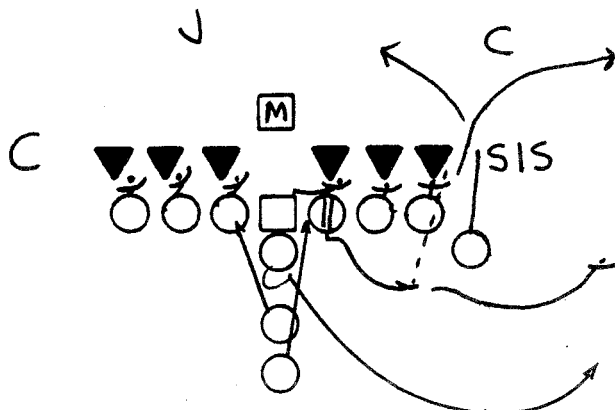
52



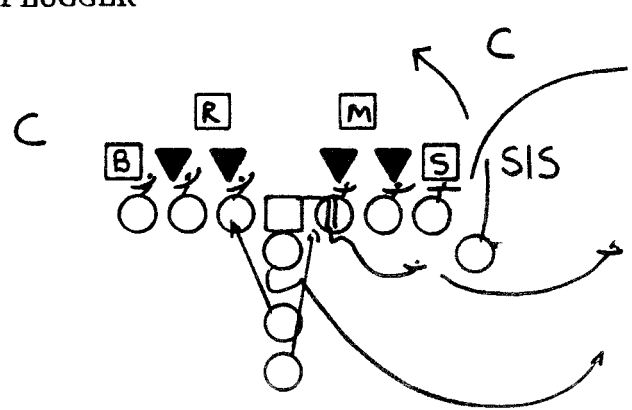
40



60



6-2 PLUGGER

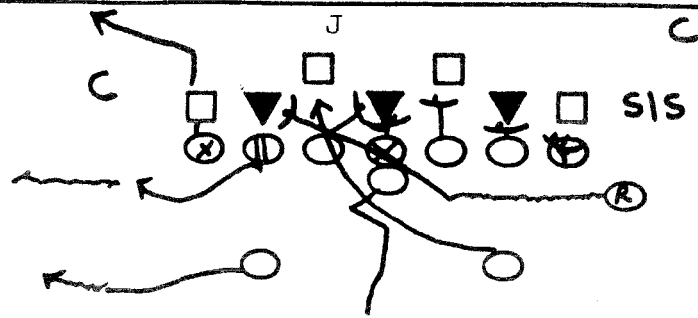


PROTECTION: SHT. YDG/  
GOALLINE PASS.

RUN PASS 40/50 Pull Z  
Trap

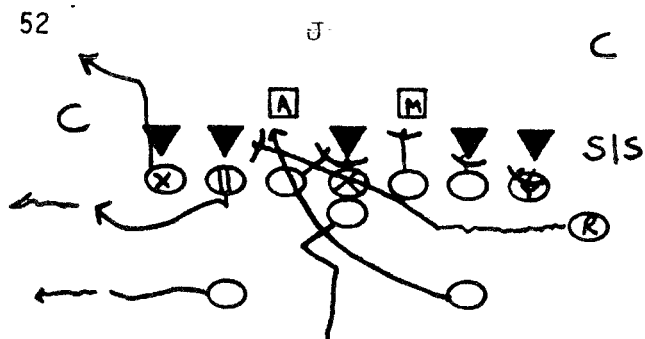
QB:

30

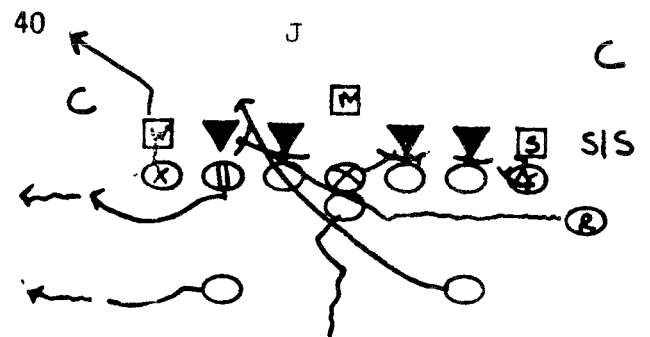


POSITION	CALLS	RESPONSIBILITIES/COACHING POINTS
CENTER		# 50/40 Z TRAP
RT GUARD		# 50/40 Z TRAP
LFT GUARD		# 50/40 Z TRAP
RT TACKLE		# 50/40 Z TRAP
LFT TACKLE		# 50/40 Z TRAP. HANG W/HB
Y		ONside: SLAM - RELEASE FOR PATTERN BACKside: # MAN OVER
HB		FAKE PITCH - HANG
FB		FAKE TRAP - BLOCK LB YOUR SIDE

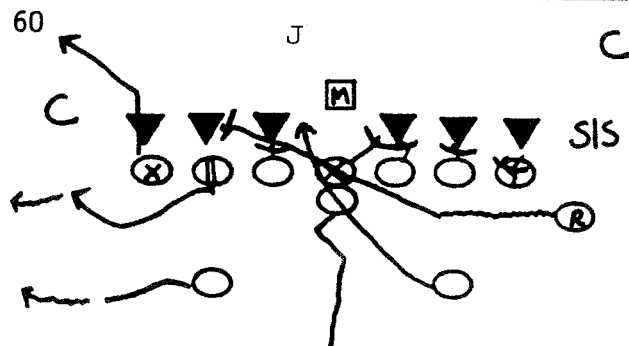
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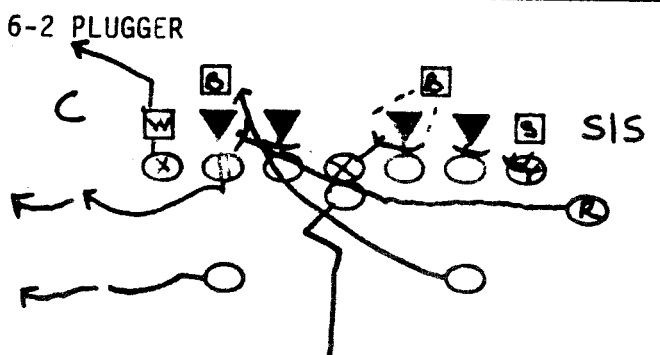
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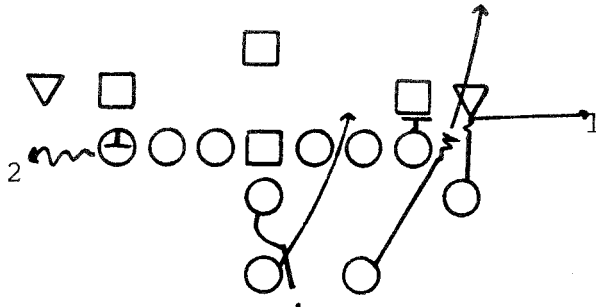


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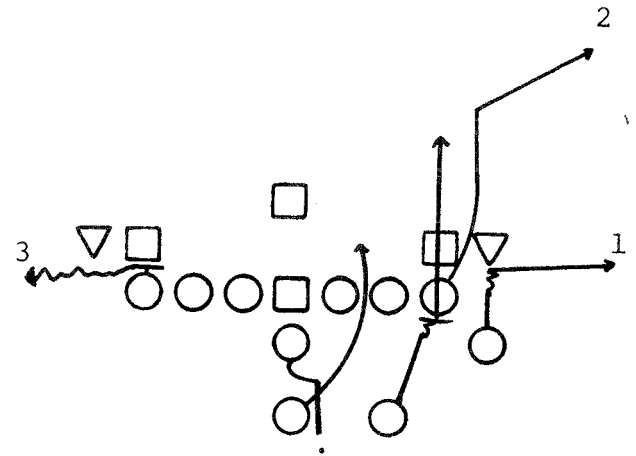


6-2 PLUGGER

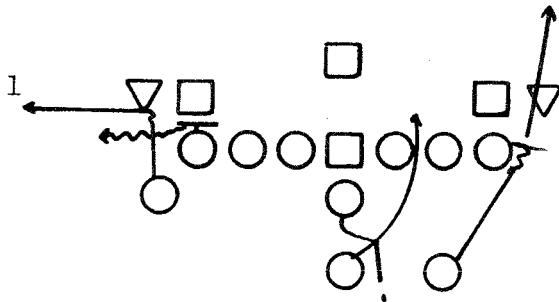


Z Shoot

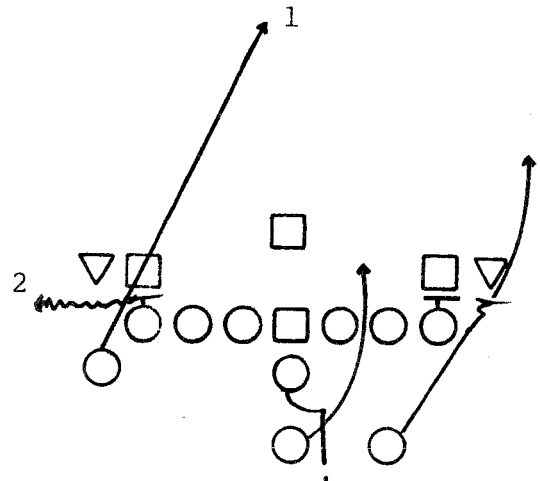
Blue RT Y Roll 60 Check 101

Z Shoot Y Flag

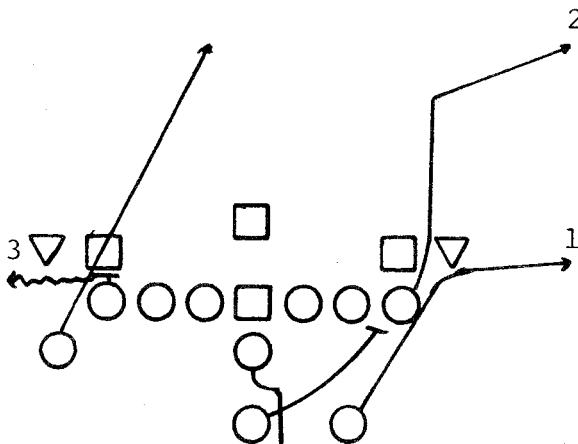
Blue RT Y Roll 60 Check 071

Z Shoot

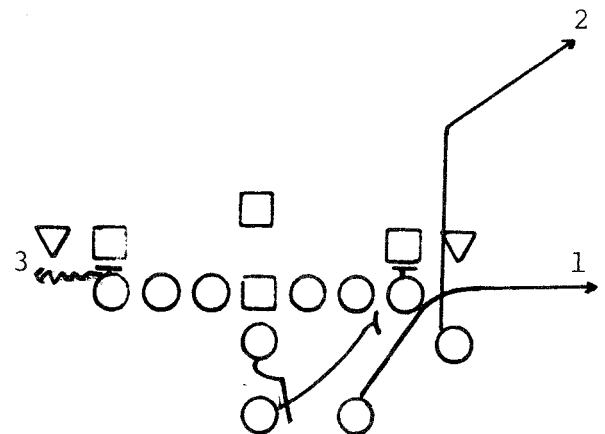
Brown LT Y Roll 60 Check 011

Z Arrow

Brown LT Y Roll 60 Check 018

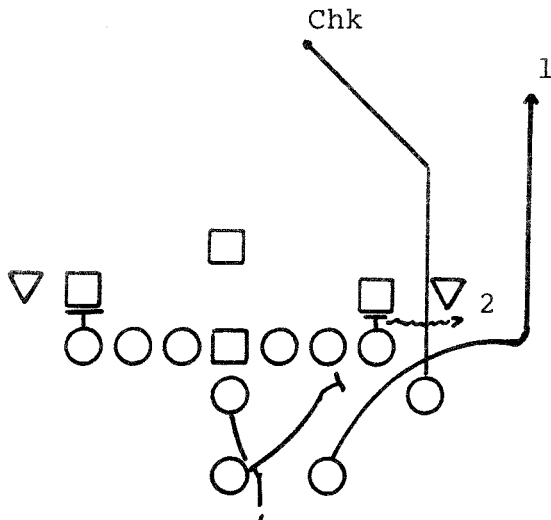
HB Shoot U Flag

Brown LT Y Roll 60 Blunt 718

HB Shoot Z Flag

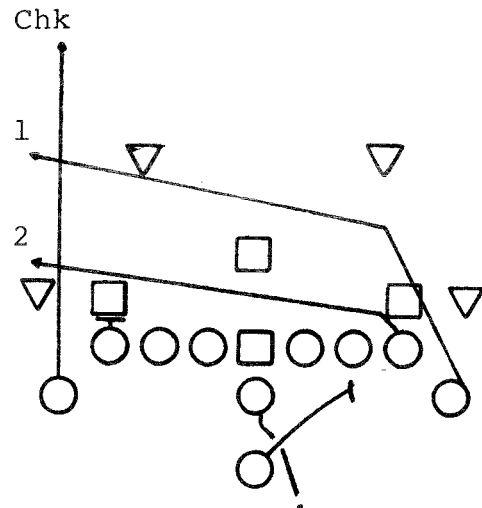
Blue RT Y Roll 60 Blunt 107

HB Swing Z Post



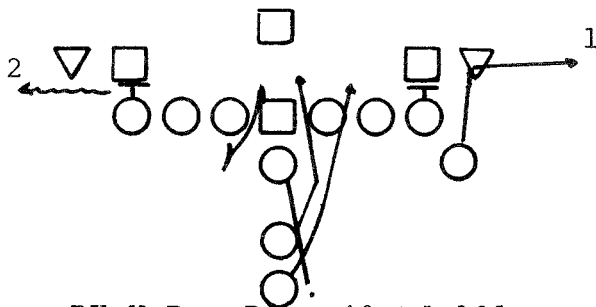
Blue RT Y Roll 60 Blunt 018 B Swing

Z Fast



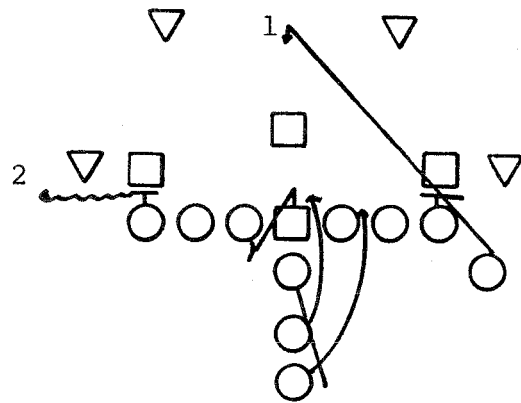
Deuce RT Y Roll 60 Blunt 0"0"6 A Go

Run Pass 40/50 Lead



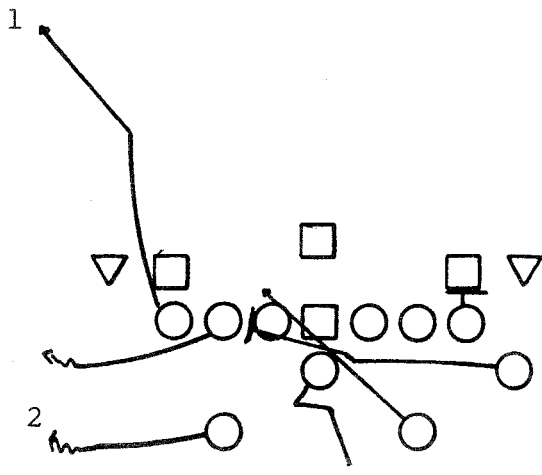
Green RT-Y Run Pass 40 Ld 101

Run Pass 40/50 Lead

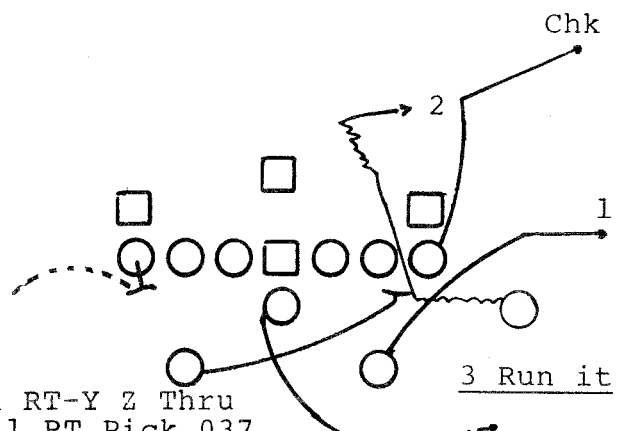


Green RT-Y Run Pass 40 Ld 104 Angle

Run Pass 40/50 Pull Z Trap

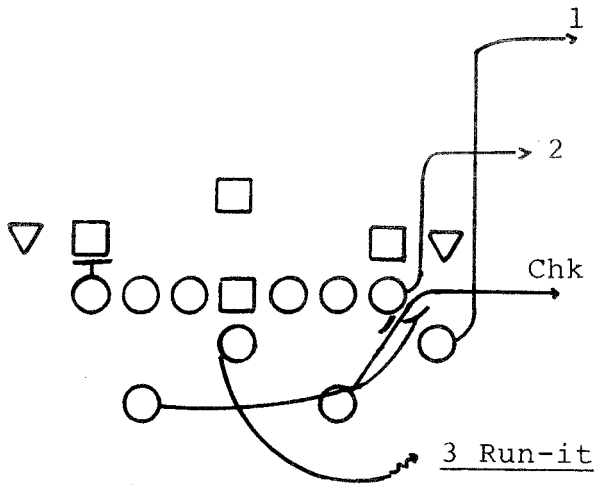


Roll Strong



Red RT-Y Z Thru  
Roll RT Pick 037

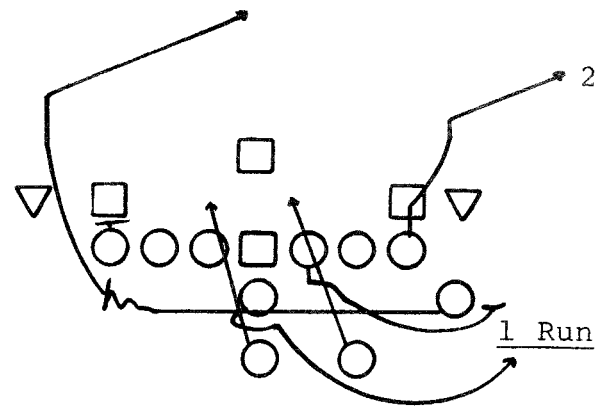
3 Run it

Roll Strong

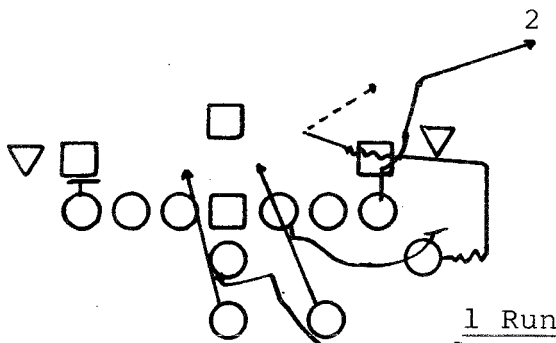
Red RT Y Roll RT 055

Boot Weak

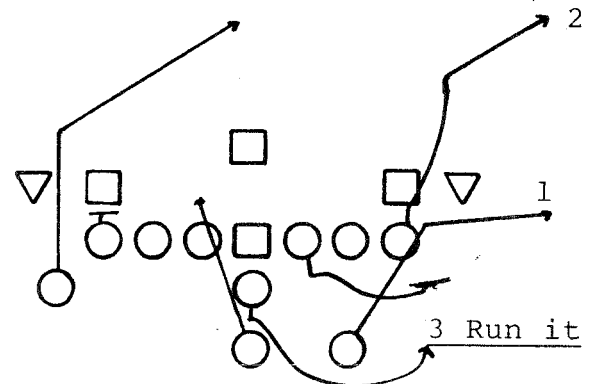
(U Must Bounce Defender)



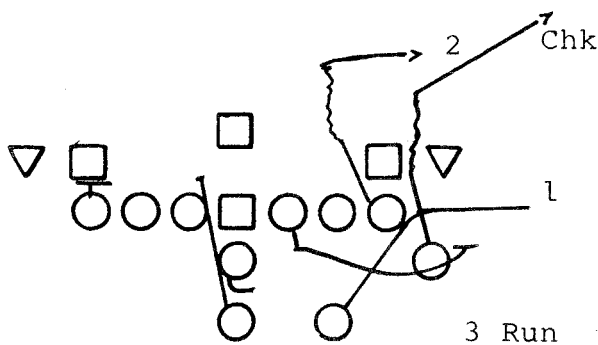
Brown LT Y Z Opp Boot RT 706

Boot STG  
(Y Must Bounce Defender)

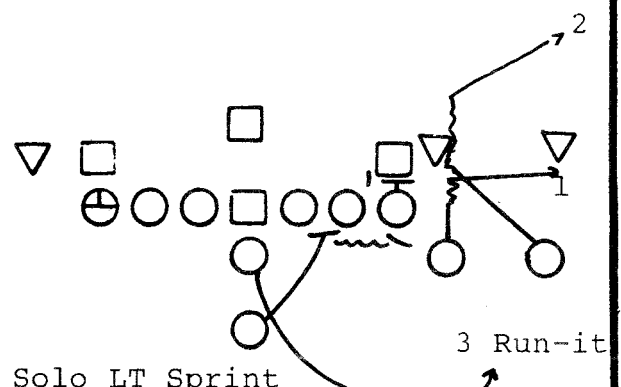
Blue RT Y Z Quick Boot RT Z Pick 072

Boot Weak  
(U Must Bounce Defender)

Brown LT Y Boot RT 706 A Shoot

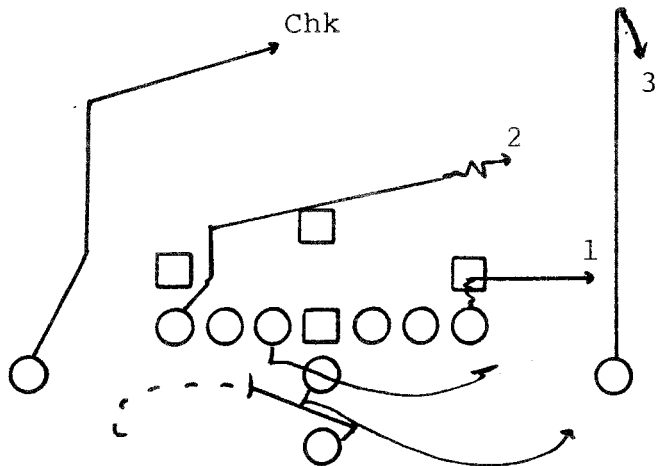
Boot STG

Blue RT-Y Boot RT Pick 037 B Shoot

Sprint Full Stay

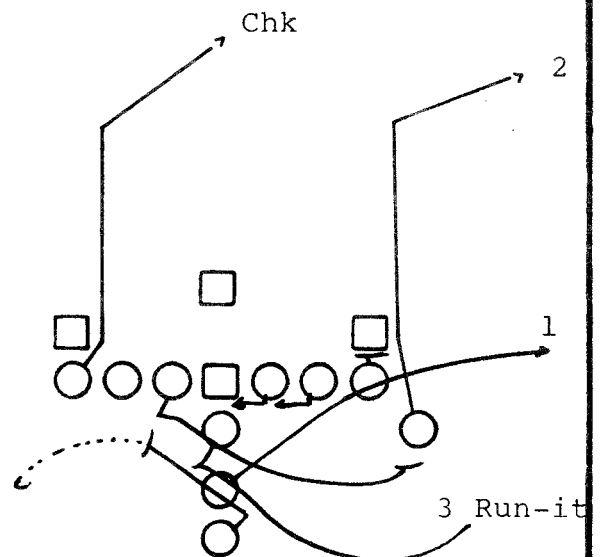
Rino Solo LT Sprint

Waggle ST



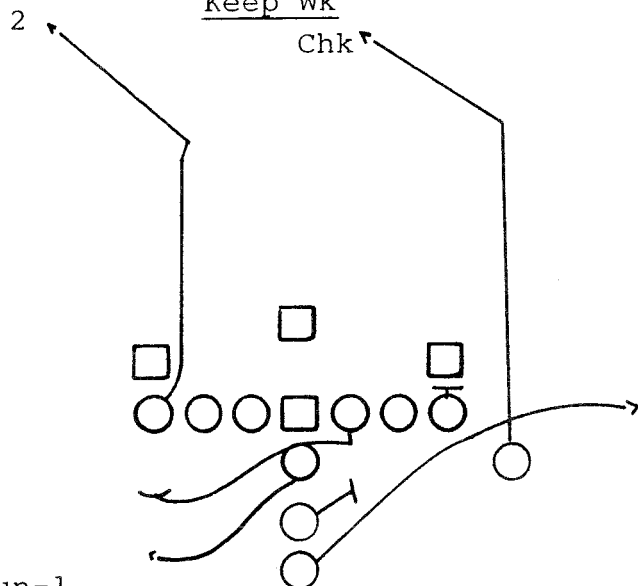
Deuce RT on Waggle RT Y Hide

Waggle ST



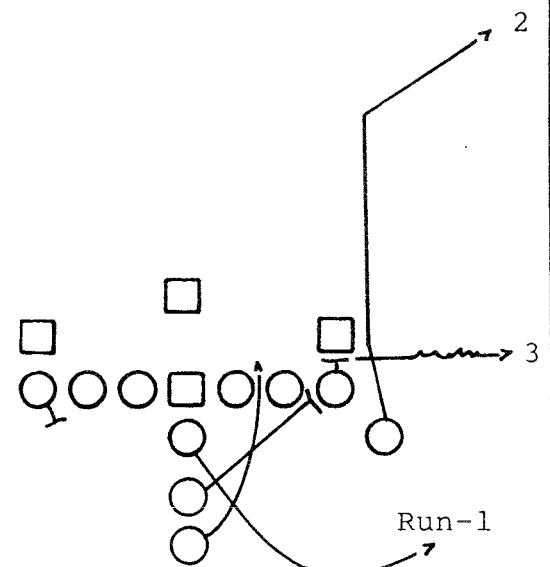
Green RT-Y Waggle RT 807 B.Shoot

Keep Wk

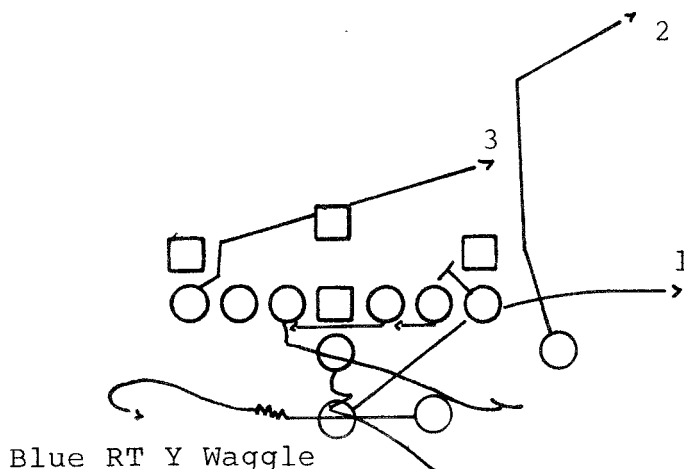


Run-1  
Green RT Y Keep LT Run-it 708

Naked Fake 60/70 Lead



Green RT Y Naked RT Fk 60 Ld 017



Blue RT Y Waggle